

DIEHARD

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 2

MAKING NEW GROUND IN 32 BIT GAMING:

CRYSTAL DYNAMICS

**FIRST HANDS ON TEST FLIGHT OF:
TOTAL ECLIPSE**

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**SNAMI'S CLASSIC TALE
COMES TO THE GENESIS
WITH AN ALL NEW ADVENTURE**

ACCLAIM BRINGS THE ARCADE HOME:

IBA JAM!

GAMEFAN'S 2ND ANNUAL:

MEGAWARDS!

THE BEST OF '93

INSIDE THIS ISSUE:

JAGUAR!

DAIDEN

CHECKERED FLAG II

ALIEN VS PREDATOR

MINO DUDES

SEGA!

SONIC 3

ARE KNUCKLE 3

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NES!

COLSTICE 2

ITADEL

RABBIT RAMPAGE

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THE MASTERS OF THE MEGA CD

INSIDE GAMEFAN SPORTS:

MADDEN 3DO

STANLEY CUP

NHL CD

PLUS:

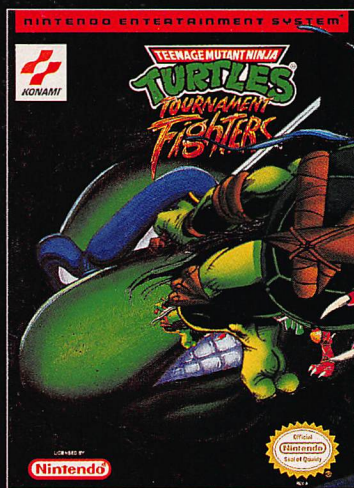
**THE 1ST EVER GAMEFAN
SPORTS ACHIEVEMENT AWARDS**



KONAMI



GO AHEAD,
PICK A FIGHT!



But be prepared, because Tournament Fighters for Super NES[®], Sega Genesis and NES[®] puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage

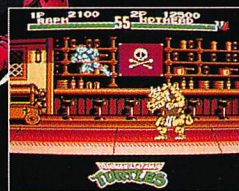
street hardened warrior drooling with anticipation.

One game, three unique versions!

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans



there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack



Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

Hit the streets and pound more than pavement!

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all.

If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!



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ANDY FELL, TIM, MARY, KEVIN,
AND ALL OF OUR READERS!**

ISSN# 1070-3020

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Welcome to the Editorial Zone. A place where I, a person crazy enough to make a video game magazine, gets to write whatever I want. So, this month let's talk about the three toed Wallaby, a lovable little mate from down unda... uh, hold on. What was that you guys? I'm a what? OK, OK, I gotcha. Scratch that. Since a lot of people will read this at the CES, I'll talk to you. So, how do you like the show so far? Feet hurt? Have you met with Jay? Did you give him an exclusive and some free stuff? Good, make sure to see Maria (if you can catch her) before you go. She's got some cool stuff to show you and, if you've got a sports game, I'm sure the Talko man's been to see you. I hope you brought some good games to introduce in '94 because your audience is chomping at the bit. The Postmeister's been working overtime reading all their letters. It seems they are ready for change. New play mechanics, more adventure and more interaction seem to be on their minds. If you've got a big license, take your time and make it good- Aladdin set new standards. Action/Platform games are still looming large and, even though you won't believe me, they want more RPG's from Japan. Other than that, my advice would be to take some risks this year. Pass on that big license and do something original-one new creative well programmed title is better than two mediocre sequels. Good luck with everything you do this year and have a great show, maybe I'll see you around. If not, until June...

P.S. To all of our readers, look for some spectacular GF show coverage in our next issue!




SPECIAL K

KID FANTASTIC

TALKO

SKID

SGT. GAMER

MR. GOO

THE ENIGMA

E. STORM

K. LEE

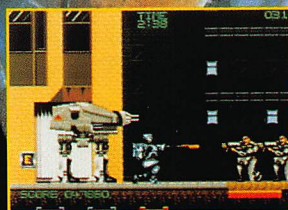
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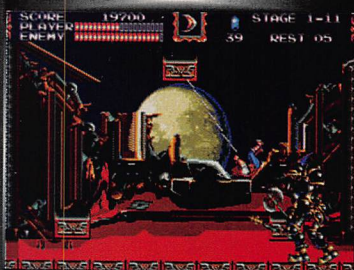


DIEHARD

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

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All Art By:
Terry
Wolfinger



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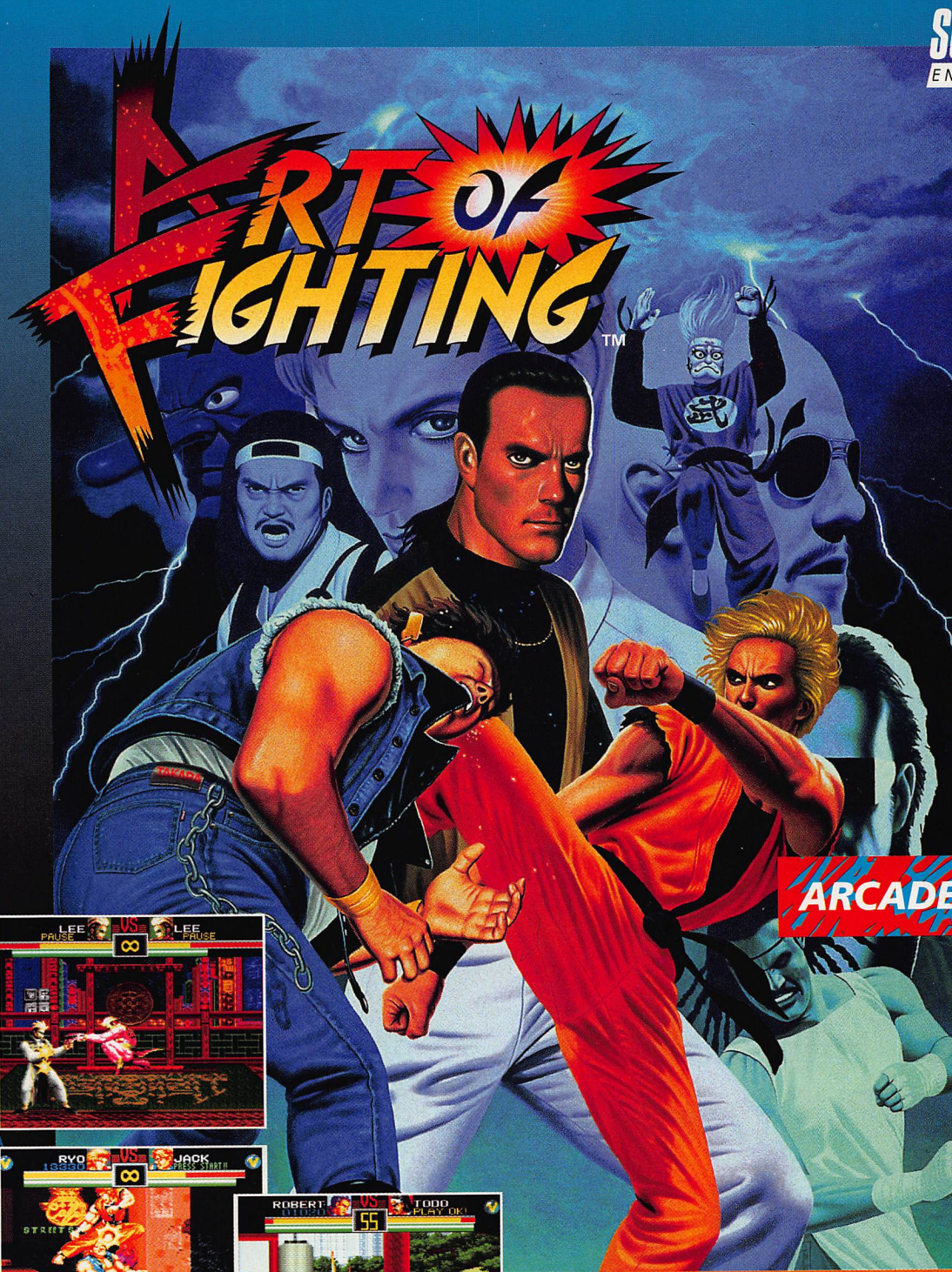


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SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo



Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

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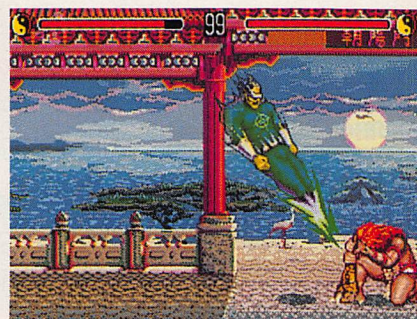
CHAMPIONS,

USE STREET FIGHTER II

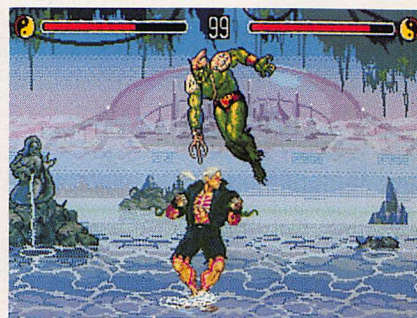
AS YOUR

TRAINING

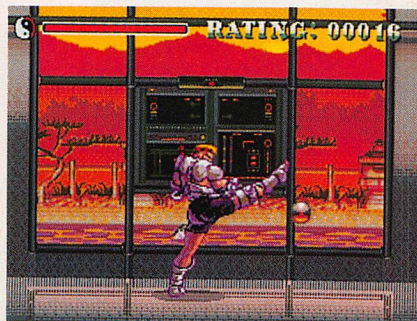
WHEELS.



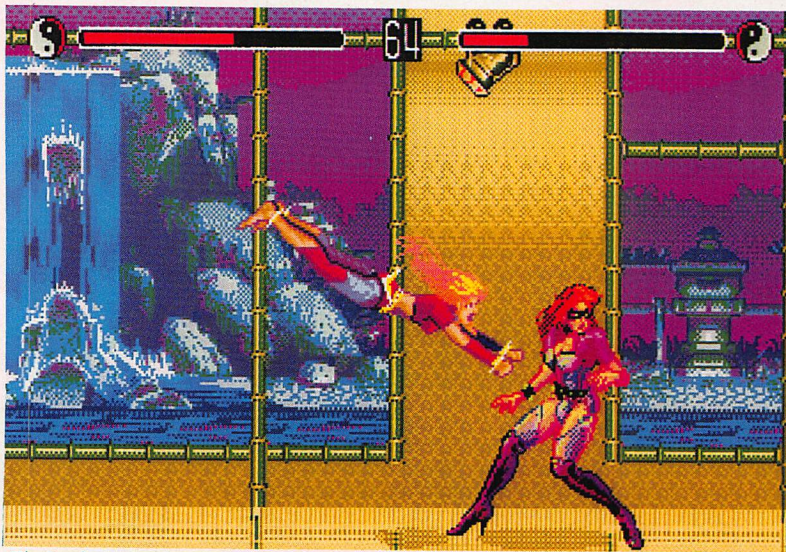
In a full force attack, Blade bumbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.



In the Tournament Mode, Trident pulls a downward flying attack on Midnight. 32 players can compete here, 20 more than any other fighting game.



Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA
GENESIS

ETERNAL CHAMPIONS



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HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

Presented by:

CAPCOM

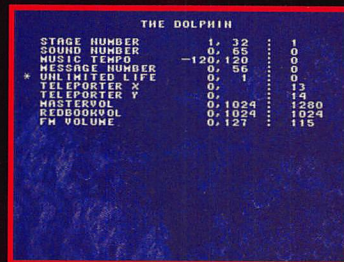


Ecco the Dolphin

(Sega CD)

Fun with flipper.

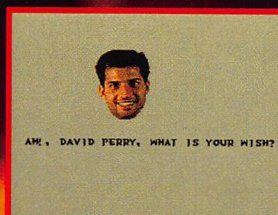
Pause the game with Ecco facing you then press; right, B, C, B, C, down, C, up. Is that a new menu I see?



Aladdin (Genesis)

Level Select:

Pause at any time and spell out ABBA, ABBA. A rancid band, but a cool code.



Aladdin (Genesis)

Your wish is David Perry's Command!

At the title screen, type in A, C, four times, then B four times and presto! Cheat city!



Dracula X (PC Engine Duo)

Special Attack

After rescuing Maria in stage 2, choose her after you die. When you use her you'll be able to perform this special attack: Quickly press Down, Up then Down/Forward + Attack. If done correctly you will be able to project your alter ego.



NOW GENESIS PLAYERS CAN KICK SOME REAL

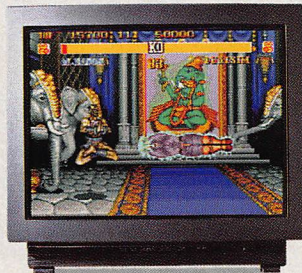


(Fill in the fighting word of your choice.)

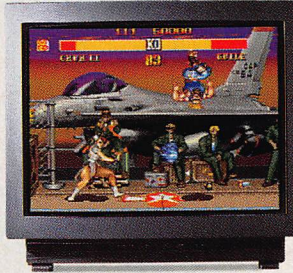
STREET FIGHTER II SPECIAL CHAMPION EDITION. ONLY ON GENESIS.



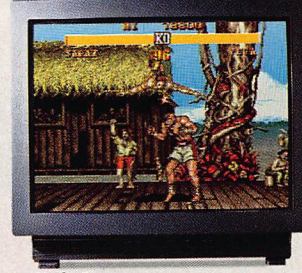
The Ultimate Fight At Home.
The most popular arcade game of all time – Capcom's Street Fighter II Special Champion Edition is now on Sega Genesis.



You've Met Your Match.
The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.



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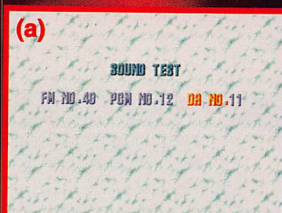
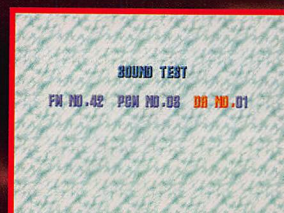
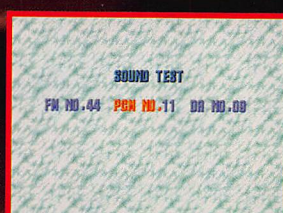
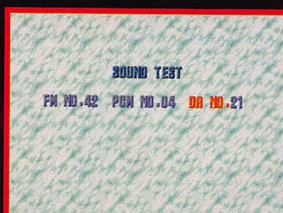
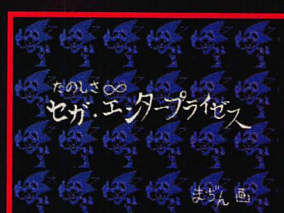
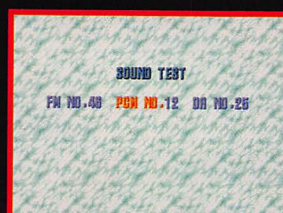
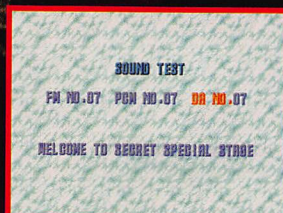
HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

Sonic CD (Sega CD)

More fun with Sonic CD:

At the title screen, press down, down, down, left, right, then the A button. This will land you in the sound test screen. Now just enter these codes:



To enter a debug mode for either a Normal Game or Time Attack, enter this code (a) and you'll see this screen (b).



Enter the debug code shown above, press Start and begin a normal game. Press the A button to change characters, press the C button to place objects, and press B to play the game.

Enter the debug code shown above, and go to Time Attack. Hit A or C to jump and press B to pass through objects.



This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba glues "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

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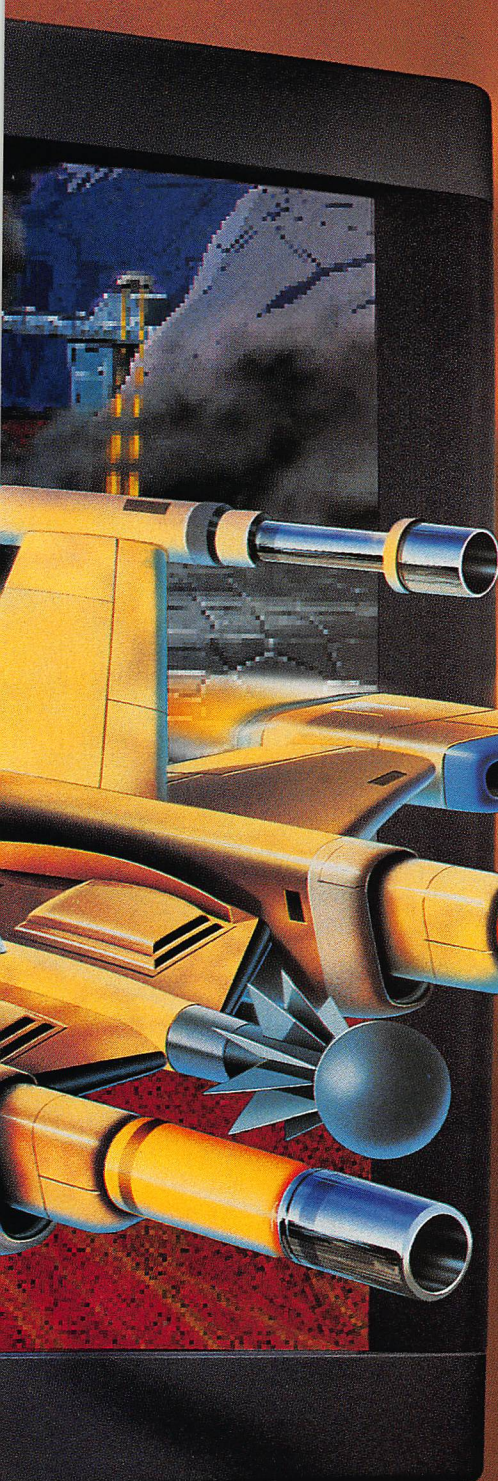
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"No I say we
sion... pl!"
...send'em
Battle Sun
attack, T
charge
T
C



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Tob
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mountain
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rumble up from



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Introducing the Panasonic R·E·A·L 3DO™ Interactive Multiplayer™. The most highly evolved integration of audio, video and interactive technology available.

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combined with state-of-the-art flight effects. What you're hearing is full, digital CD sound. Definitely cinematic.

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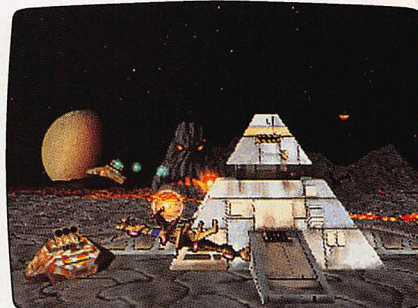
Facts. Up to 50 times more powerful than ordinary PCs and video game systems. With up to 16 million displayable colors for photorealistic picture quality. And a custom multimedia architecture that makes

R·E·A·L so responsive it practically redefines interactivity.

There's a range of 3DO software available; from flight simulators to education, information, sports and children's titles. Plus, R·E·A·L also plays audio and photo CDs and soon, with an optional adapter, full-length movies.

Entertainment, music and more interaction than ever—the Panasonic R·E·A·L 3DO Interactive Multiplayer brings you the future in one amazing unit. And, yes, it'll fly.

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Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

- 1 Samurai Showdown (Neo)
- 2 Mortal Kombat (GEN)
- 3 SF 2 Turbo (SNES)
- 4 Aladdin (GEN)
- 5 Sonic CD (SEGA CD)
- 6 Silpheed (SEGA CD)
- 7 Gunstar Heroes (GEN)
- 8 Landstalker (GEN)
- 9 Starfox (SNES)
- 10 SF 2 SE (GEN)

MOST WANTED

- 1 Super SF2 (ANY)
- 2 Mortal Kombat CD (SCD)
- 3 Clay Fighters (SNES)
- 4 Empire Strikes Back (SNES)
- 5 NBA Jam
- 6 Tournament Fighters (SNES)
- 7 Actraiser 2 (SNES)
- 8 Sonic 3 (GEN)
- 9 Eternal Champions (GEN)
- 10 Castlevania (GEN)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A **FREE** year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Cathy Hardy of Madison, WI • **Second Prize:** Chris Souza of Grass Valley, CA

Third Prize: Teresa Coleman of Washington, D.C.

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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VIEWPOINT

Honesty is our only excuse!

We want to hear your Viewpoints!
Just write a review 70 words or
less on a new release for the SNES,
Genesis, Sega CD, Neo Geo or 3DO,
and send it in! We'll print one
winner per month and send you the
Viewpoint game of your choice!
... Be honest!



Sega

Nintendo

Sega CD

Jaguar

3DO

Many

SKID'S PICK

I'll go with that wascally wabbit this month, Sunsoft has delivered another Warner Bros. masterpiece. It's nice to see a quality license done complete justice for a change. Jump on Rabbit Rampage the minute it comes out. I can hardly wait for Speedy Gonzales!

SGT. GAMER'S PICK

No contest this month- Rabbit Rampage Starring Bugs Bunny. Any game that pays this much attention to detail and is obviously designed as a labor of love is going to have a spot among my collection. For all Looney Toons fans, past and present...

K. LEE'S PICK

Since there are no big fighting games this month, I'll go with the next best thing...Dr. Robotnik's Mean Bean Machine. This is some of the best head-to-head gaming around! whether you like puzzle games or not, don't let this one pass you by!

BRODY'S PICK

This month was a tough choice between Rabbit Rampage, Robotnik's Mean Bean Machine. After careful contemplation, Robotnik won. This is one of those rare games that you can play just one time and walk away. You'll just keep playing again and again until your fingers blister and rational thought is no longer an option. I hope there's a 12 step.

RATED BY:

SKID

SGT. GAMER

K. LEE

BRODY

DR. ROBOTNIK'S MEAN BEAN MACHINE - SEGA - 8 MEG - 2 PLAYER - SEE REVIEW PG. 44



89%

Dr. Robotnik's Mean Bean Machine is not what I expected...it's fun! This is the first puzzle game that I have ever liked. Robotnik's Henchbots are animated perfectly and the music is some of the best ever. The 2 player mode is guaranteed to cost you countless hours of sleep, as the fast music and edge of your seat gameplay keep you wide awake. The Street Fighter 2 of puzzle games!

88%

I am not that big on Tetris style games. I have always preferred puzzle games that are more along the lines of Klax and Chip's Challenge. But Robotnik has changed that for me. It has an addictive quality that few puzzle games can match and a level of challenge and two player action that's second to none. During the Christmas season, it's easy to lose track of a game like this but, after you've played through your A/P's, sports and shooters, take a look at Robotnik...I never thought I could have this much fun watching colored beans drop to the bottom of the screen.

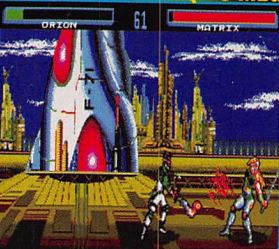
93%

The last game to take the offices of Game Fan by storm this way was SF2. This is a very addictive game. The single player mode is a blast but playing against a foe is a total riot. Easy to play but hard to master, DRMBM gives you a head-to-head competitive feeling similar to SF2, right down to the multi-hit combos. The ultimate party game.

96%

Dr. Robotnik's Mean Bean Machine is freakin' awesome!!! We're talking an extremely addicting, fun to play and just generally beat the crud out of your opponent type of game. This cart gets your adrenaline going like never before, toppling even the puzzle king Tetris. The graphics and music are great and, once plugged in, there's no denying it, you must play. Mean Bean is a surprise hit that everyone should own.

TIME KILLERS - THQ - 8 MEG - 2 PLAYER - SEE REVIEW PG. 36



63%

In an effort to cash in on the recent popularity of gratuitous violence, Time Killers hit the mark and cashed in at the arcades. Even though this is a mediocre fighting game at best, it will no doubt find a home with the Freddy Kruger, Jason and Texas Chainsaw fans and I think that is exactly what the developers intended. For me, it was a dull, pixel experience-first generation all the way.

66%

This whole gore thing has me bored to tears, especially here where it is the main focus. Besides the blood, this is 1st generation at best. Although Time Killers offers more playability than any of the old genre of fighting games, it is really rough and the gore that they are trying to deliver doesn't come across that well because of the first generation, chunked graphics. This is a rental, nothing more...

69%

When I saw Time Killers in the arcades, the cheesy graphics (on 32-bit hardware no less!), super-sloppy control and low rent presentation made me laugh so hard, I nearly hurt myself. Fittingly, the Genesis version (a near carbon copy) rivals the state of Wisconsin for levels of cheese. Don't get me wrong, the gallons of blood and flying body parts are way cool...but there's nothing else. Yawn...

79%

If you didn't get enough of the goo filled carnage of Mortal Kombat, then Time Killers is for you. This parent's worst nightmare not only features spewing blood galore but flying appendages as well. Coming close to the arcade version, Time Killers features eight characters, plenty of moves and special weapons. While not the number one fighting game, there's enough play mechanics and gooey fun to be had.

ZOOL - GAMETEK - 8 MEG - 1 PLAYER - SEE REVIEW PG. 48



76%

Zool is a very interesting character. I like the way he looks and the way he moves. But he seems a little out of place in this cute game. It's like putting Arnold in a Tu-Tu. The pace of the game is also a bit weird. However, once you learn where everything is, it is a pretty entertaining game with good play mechanics and great music, the amount of color is impressive as well. I hope to see Zool in the future in some type of realistic alien world.

78%

Zool is a strong European Action/Platform title. Although there is really nothing in Zool that can be called new or different, it is a good game with great graphics and sound and it draws you in right away and has strong enough play mechanics to keep you coming back. The Zool character is kind of strange and he won't soon become an animation classic, but action/platform fans will want to give this one a try.

80%

This game caught me off guard. I usually avoid games that have cutesy candyland levels in it but Zool did have more to give than just a cavity. After you got past the initial twitchy control of the main character, Zool became enjoyable. LARGE colorful graphics, Mega Man-like play techniques and decent sound effects are some of the games highlights and some of the levels are just a-MAZE-in.

80%

This popular Amiga title is right at home on the Genesis system. Zool is an Action/Platform game with a distinct European flair. The character can be hard to control (he's kind of a freaky little alien ninja that zips across the screen) but, once mastered, this game can be really fun to play. In fact, this cart rises above others of its type with colorful graphics, techno style music and long, well thought out levels. Although not at the top of my list this month, I would recommend checking it out.

SONIC CD RE-REVIEW - SEGA - SEGA CD - 1 PLAYER



79%

I was not aware of the drastic changes that were to take place in the soundtrack for Sonic CD when we reviewed it back in Issue 11. The incredible soundtrack is what really got me into the game, it was perfect! In fact, it was the best BGM I had ever heard. The new tunes just don't go with the game. It's a shame that US gamers will never get to experience the feeling the original developers intended. It was really something special.

73%

Lets face it, Sonic CD is a great game. Everyone with a CD will buy it and probably love it. Not knowing what the original music is like they may like the music too, although I will admit that the original tunes were some of the best I have ever heard and fit the game and Sonic like a glove. I think the final US cut would have been better served in a slower game, but it is still quality stuff. Bottom line though, it's still Sonic and therefore, still recommended.

79%

Why!, why would anyone change the music in Sonic CD? When the original version came in for review, the first thing I noticed was the amazing music. Now I get some Carnival Cruise Lines muzak in the first level and way to mellow tunes in the rest. I still love the game of course but I just can't get in to it like before. The drama's gone but a great game remains. Maybe a limited edition original cut would heal my wounds...

84%

I wasn't here when the original Sonic test version came in (I've just returned to GF) so I had not heard the original music. I loved the game when I played it although the music didn't strike me as awesome. Later I was able to play the original and that's when I realized what everyone at GF was freaking out about. That was incredible music! Changing it was a mistake. Sega doesn't make many, but no one is perfect. Still a great game.

GROUND ZERO TEXAS - SONY - SEGA CD - 1 PLAYER - SEE REVIEW PG. 42-43



79% This is, by far, the best full motion game that I have played. It's too bad that I find these "shoot at a movie" titles about as much fun as a long wait at the Vons check out, behind the coupon king from the Pic 'n' Save school of shopping with checkbooks. But that's just me. If you like this sort of thing, then this is your game. The FMV is the best yet and the story is great. Knock yourself out.

73% What do you get when you cross Night Trap with Mad Dog McCree? Why, Ground Zero Texas, Sony Imagesoft's latest full motion video adventure. The combination of these two limited styles of play mechanics actually works together and the storyline is not bad. I found that it was interesting enough to me to muddle through the repetitious "shoot, switch camera, shoot, switch camera" style of play. For this style of game, Ground Zero Texas is about as good as it gets. If you liked the games mentioned above, then you'll enjoy GZT.

79% Although I'm not a big fan of full motion games, this one impressed me. Ground Zero Texas combines; 1) the multi-camera-samba of Night Trap only with faster loading and better full-motion video, with 2) the shoot-em-up action of Mad Dog McCree but with more precise control. GZT combines all this plus some crack-me-up, "A Team" special FX and cool alien carnage...not bad.

84% Ground Zero Texas falls in the same category as Night Trap; a sort of interactive mini-movie. This game features over 110 minutes of clear, quality full motion video, and there's a much higher level of interactivity. The plot is Body Snatchers meets Bonanza and you'll find as you play that it's never the same game twice, giving it a high replay factor. GZT is a great new CD and is recommended. Definitely the best game in its genre.

ALFRED THE CHICKEN - MINDSCAPE - 8 MEG - 1 PLAYER - SEE REVIEW PG. 70-71



75% Alfred the Chicken huh, what's next? Tommy the Turkey? Sooner or later I guess every animal, edible or not, will scurry through an action game. This time, someone got a bright idea on the Shake 'n Bake aisle and came up with Alfred the Chicken. Targeted at little kids (hopefully), Alfred should do well. It is a decent Mario clone with lots of color, excellent control and good programming. If I was a kid, I'd have fun...so Alfred stays out of the deep fryer.

70% Who will you turn to when it looks like you will take a lickin'? Alfred the Chicken? Ok...a chicken. I guess I can accept that. Alfred is obviously aimed at the younger audience and is designed, primarily, for that group. Although the character takes a little getting used to, AC is a good challenge, even for more experienced gamers, and features solid play control and good graphics.

66% I understand that games like Alfred the Chicken are targeted towards the younger gamer. I also understand that these gamers are a lot smarter than many people think. These kids grow tired of games with uneventful, repetitive levels, dinky music and ho-hum graphics. AC gives you all this and less. Wake me when its over.

77% Alfred the Chicken will appeal to a younger audience with tight gameplay, bright colorful graphics and great sound effects. Although Alfred doesn't offer anything new in terms of originality, the game is solid throughout and is challenging for novice gamers. A good, solid quality effort from Software Toolworks.

TOTAL CARNAGE - THQ - 8 MEG - 2 PLAYER - SEE REVIEW PG. 81



59% For me to like an impossible, mindless shooter you better throw some phenomenal graphics my way, like Smash TV did in the arcades. The micro sprites in TC are just too 1st generation for me. The lack of the coin-op's detail just took the oomph away for me. A year or so ago, TC may have had a chance but, with detailed overheads like Fire Power 2000 around, this shooter will still only get quarters from my pocket.

43% This game should have been called "Captain Somnax Attacks Your Eyelids" because I had real trouble keeping the ol' peepers open through this one. Total Carnage can't even come close to the quality of Smash TV so any talk of this being a sequel, at least on home systems, is ludicrous. In addition to the blandness of the title, the game can't be beaten by one player. I don't care how good you are at shooters. So, Total Carnage ends up as nothing more than a shell of the arcade game and offers nothing that Smash TV didn't do better.

66% Total Carnage was a total disappointment. This game was way past cool in the arcade and, after playing Smash TV last year, I thought that a SNES version of Total Carnage would be rad. Yeah, well it would've been if it was programmed by somebody other than Black Pearl. The graphics are OK and gameplay is decent but the intensity of the coin-op has been neutered.

66% Total Carnage is, at the very least, a good attempt at converting the 32-bit arcade version to an 8 meg cartridge. Unfortunately, this translation does not have the impact the coin-op did. It's not a bad game, just a watered down version. My main complaint is the amount of slowdown and flicker plus difficulty is also a downside as, usually, you'll wind up more frustrated than challenged. We've come to expect a little more from THQ.

RABBIT RAMPAGE - SUNSOFT - 16 MEG - 1 PLAYER - SEE REVIEW PG. 78-79



90% Rabbit Rampage is my second favorite Warner Bros. game to date behind my personal favorite, Taz-Mania. The artwork is absolutely perfect and the play mechanics are right out of the cartoon. Bugs doesn't have the speed of other characters in this genre, instead excellent design and programming play the starring role. Rabbit Rampage gives SNES owners one more reason to celebrate this holiday season. Now instead of watching it, you can play it.

89% Rabbit Rampage is a cartoon tour-de-force. If you are a dedicated fan of the Looney Toons series, then you will not want to miss this game. The graphics, animation and music are fantastic and the special weapons (Acme, of course) are classic. The game is on the difficult side and will require a lot of patience and playing time, but it is worth it. Creative designs like this don't come around that often but, when they do, they remind you why you got into gaming to begin with.

90% Sunsoft works their magic yet again. They've done some impressive game conversions of Warner Bros. cartoons in the past and this is the best one yet, in my opinion. The animation on Bugs and co. is absolutely perfect, plus the comic situations and attitudes of the characters are hilarious. With great music and long levels to boot, BBRR would be a great addition to any game library.

90% Sunsoft has Looney Toons dialed in! In this game you actually play all the classic hare-raising episodes straight from the cartoons. The graphics are drawn and animated perfectly and the level of quality and effort put into this cartridge is just amazing. Great playability, great music, great game!!! Don't be looney and pass this up.

RAIDEN - ATARI - MANY MEGS - 2 PLAYER - SEE REVIEW PG. 141-142



85% Back in '91, Raiden was one of my favorite shooters. If this game would have come out then, I would have been thrilled. It is a perfect translation, maybe better than the arcade. However, with today's slick, 3D polygon shooters, Raiden strikes me only as mildly amusing. Nevertheless, it does show off the Jags colors and immunity to slow down and flicker. Fans of the coin-op will be amazed at the reproduction.

78% Raiden doesn't quite do it for me. While I am extremely excited about the Jaguar and the gaming possibilities it represents, Raiden is pretty much standard stuff. The game is an arcade perfect translation but the arcade game is five years old, hardly a challenge for the 64-bit cat. As with any new system, the Jaguar requires a constant flow of new titles and I think Raiden was one of those that could be done easily and quickly. Fans of the arcade game will be thrilled but Jaguar owners looking for 64-bit thrills will have to wait for AVP and Checkered Flag 2.

86% The Jag's off to a great start. This is a great version of the arcade two player shoot-em-up. Raiden is a virtual pixel for pixel clone of its coin-op brethren and the game play reflects this fact. The music is a little weak in the early levels, but later on, it gets some serious pumpitude. Nice asteroids.

80% Raiden, the third release for the Jaguar, is a perfect arcade conversion. Although this game doesn't really show off any 64-bit technology, it's an excellent shooter that's still addicting and fun to play. The graphics are extremely colorful and this is the closest home translation around beating out even the FM Towns version. If you're like us; starving for Atari games, don't pass it up, you won't be disappointed.

STELLAR 7 DRAXON'S REVENGE - DYNAMIX - CD - 1 PLAYER - SEE REVIEW PG. 134-135



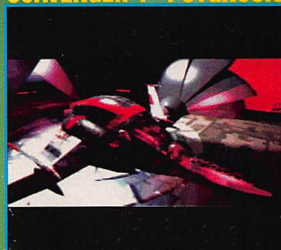
??% So, you've got your 3DO and you're ready for some great next generation gaming. You get home with Stellar and plug it in, wow! Those are incredible graphics, aren't they. In about 2 minutes you'll discover that the 3DO controller has no diagonals, thus rendering the game helpless. Great game, bad controller. Now look at those awesome graphics and wish it controlled right. I'll review Stellar when I get a real joystick. Another 3D roll! Good move Panasonic.

73% Stellar Seven is fairly typical of most of what we are going to see on 3DO for the first year-a PC translation that makes use of a few of the 3DO's hardware tricks but that, for the most part, is a direct port. Like the PC version, SS is played out in a flat world. With 3DO, the first thing you expect to see is a real-time 3D environment with mountains, buildings, etc. but SS has you playing on the, now cliché, 16-bit "rolling carpet" world. Stellar is a decent game but it doesn't come close to justifying a \$700 expense.

78% I had a hard time dialing Stellar in due to the restrictive 4-way pad, it just doesn't steer quite right. Other than that, graphically the game is awesome and, it has excellent music and a rad demo. But once again I do not feel "32bit" fulfilled. I got the graphics but I'm missing the gameplay. I guess it's back to Starfox for K-Lee's 3D.

68% What does this 3DO game have going for it? An awesome intro and some beautifully rendered rotating enemy ships and tanks. Where does this game fall short? Gameplay, control, background and foreground graphics, and level of difficulty. With the advanced Panasonic hardware, I expect a lot more than this and I'm sad to say, if this is all the 3DO has to offer, I'll stick with my nice, under \$250 cartridge systems.

SCAVENGER 4 - PSYGNOSIS - CD - 1 PLAYER - SEE REVIEW PG. 120-121

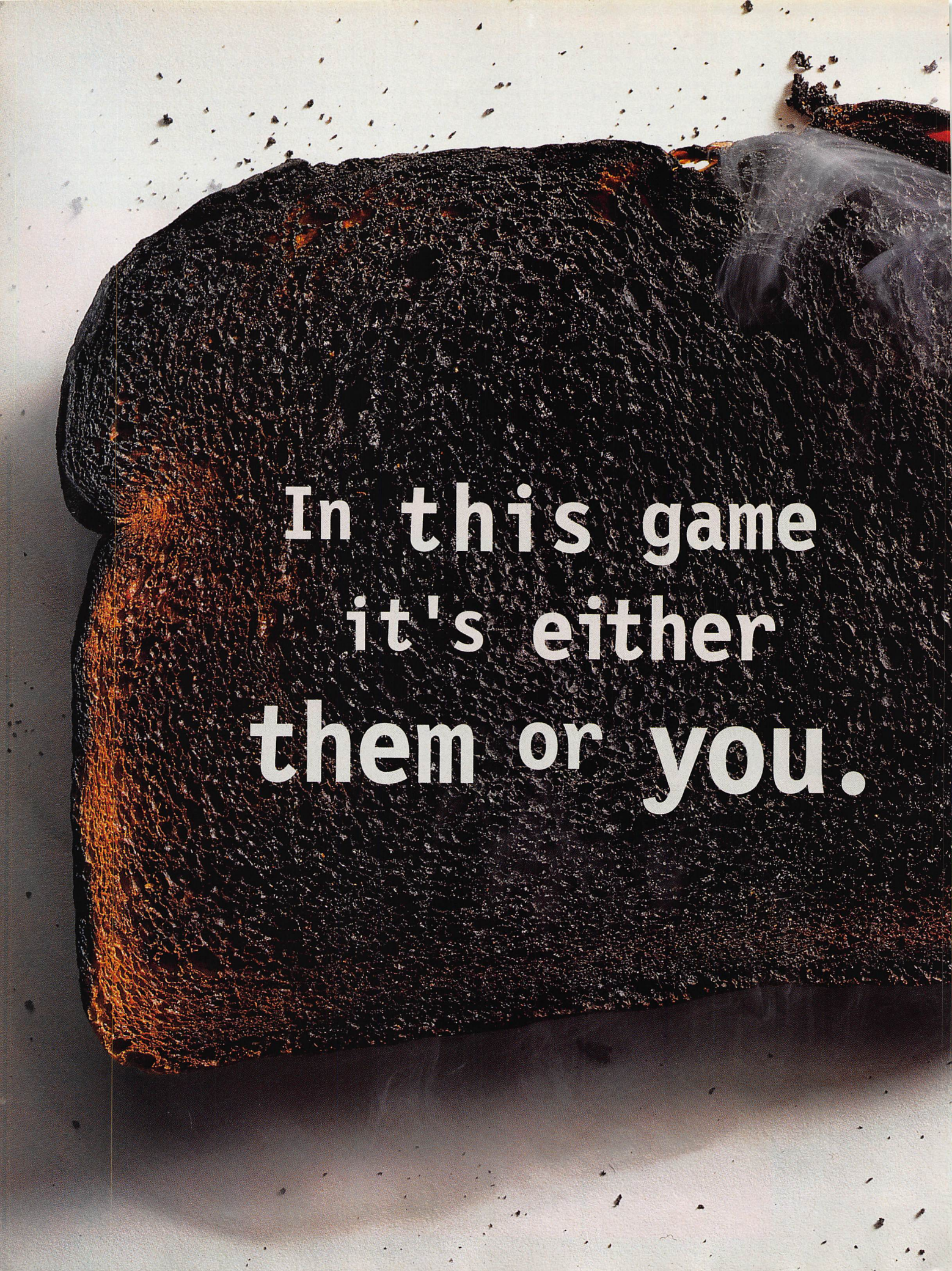


95% Scavenger 4 offers a Silpheed like shooting experience with triple the intensity. This is a beautiful game. However, although graphically it is far superior, I don't think that it is put together as well as Silpheed. It is much nicer to look at but not as much fun to play. The rendered graphics are truly amazing but it seems almost over produced for the end result. An excellent 3D shooter at a sky high price.

96% Those of you (the few, the proud) Marty owners out there better grab your Visas because Scavenger 4 is a must buy! The interactive, motion video, 3D environment is mind blowing. You can actually run into the video background objects! S4 also features some of the most incredible bosses ever seen in a home video game. Psygnosis has produced one of the most exciting shooter environments that I have ever seen and the Marty has its best game.

98% This is one of the most impressive games I have ever seen. If Scavenger 4 doesn't give the programmers at psygnosis a legendary status, nothing will. S4 grabs you by the throat and drags your limp body along for the ride of your life. The intensity of the music is, fittingly, without equal and I have never seen as much animated, rendered graphics in any game. Absolutely brilliant.

98% Absolutely brilliant! Scavenger 4 exceeds anything I've ever imagined a shooter could be. The technology shown in this CD represents the very best in game design. Incredible texture mapped, full motion backgrounds that you interact with, perfect control and cinematic intermissions during gameplay are just some of the amazing things this shooter has. Psygnosis has set a new standard and anyone lucky enough to own a Marty must have this game.

A large, dark, charred piece of bread, possibly a slice of toast, is shown against a light background. The bread is heavily burnt, with a black, porous surface and some orange-brown charred edges. White text is overlaid on the bread.

In this game
it's either
them or you.

GOLDIERS OF FORTUNE



You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.



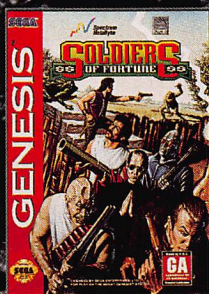
You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



Available on SEGA™ Genesis™ and Super NES®.



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MONITAU

MONITAU, HAVING JUST FOUND OUT THAT THE POSTMEISTER IS IN SERIOUS DANGER, HAS JUST UNDERGONE A TRANSFORMATION CAUSED BY THE RAGE HE WAS SUDDENLY FEELING. *



AS SEEN LAST ISH.

THIS METAMORPHIS HAS LEFT MONITAU COLDER, MORE MACHINE THAN MAN, FOCUSED...

... AND THAT FOCUS IS TO FIND THE POSTMEISTER!

INITIATING
SCAN...



CLICH
TAG
TIC

SCANNING FOR HEAT TRAILS:



DATA:
00015
00310
09130
0000
RAM
00000
00000
00000

STAT
0010
01010
11001
01010

LOCATED MULTIPLE
FOOT PRINTS
STATUS: TRACKING

LOAD

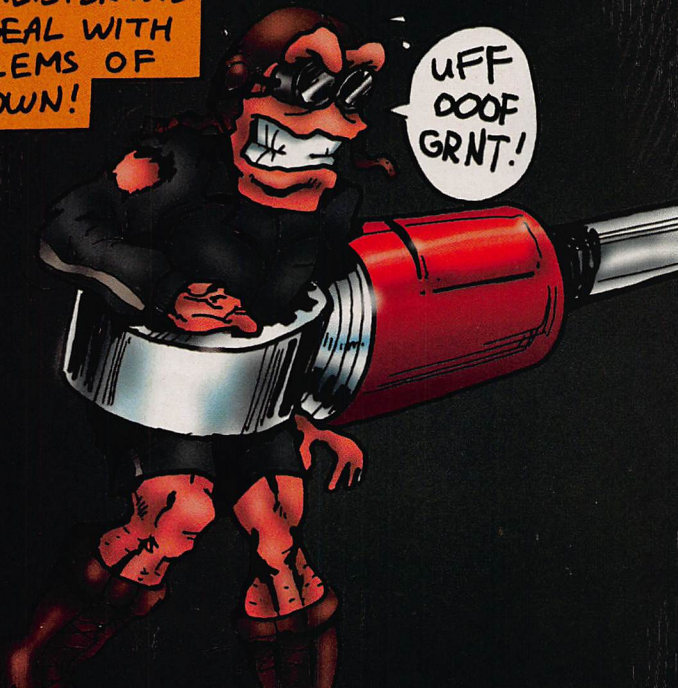
000
021
739

LOCKED

HAVING PICKED UP THE ATTACKERS' TRAIL, MONITAU QUICKLY FOLLOWS.



MEANWHILE, THE POSTMEISTER HAS TO DEAL WITH PROBLEMS OF HIS OWN!



UFF
OOOF
GRNT!

YOU'RE GONNA
REGRET THIS YA
KNOW. MONITAUR
WILL FIND ME!

I SHOULD HOPE HE'LL FIND
YOU. I THINK I'VE LEFT
AN OBUOUS ENOUGH
TRAIL FOR HIM TO
FOLLOW. YOU SEE...

... I DON'T PLAN ON
LETTING EITHER ONE
OF YOU LIVE.

BOY, TEAM GAME
FAN MUST HAVE
YOU PRETTY RATTLED
FOR YOU TO RESORT
TO THIS. YOU MUST
BE HIDING SOMETHING.

NOT RATTLED, MERELY
CONCERNED; WHAT WITH
THE RELEASE OF OUR NEW
GAME SYSTEM SO NEAR.

FOR YOUR INFORMATION, WE
HAVE SPENT OVER THREE WEEKS
IN RESEARCH AND OVER \$800.00
IN DEVELOPMENT COSTS ON THIS
PROJECT. AND SOON, WE WILL
BE READY TO

RELEASE ON
TO THE
WORLD...
THE 17
BIT,
BLOWMEISTER
"PLATYPUS"
HEE HEE!

HA! YOU
MAKE A GAME
SYSTEM? HOW'D
YOU GET TO BE
HEAD OF THIS
COMPANY.

...ER... NEVER
MIND THAT
LAST PART.

SOUNDS
LIKE A TERRIBLE
PRODUCT. NO SOFTWARE
COMPANY WILL SUPPORT
A SYSTEM LIKE THAT!

WE DON'T
CARE ABOUT
SUPPORT. WE
ONLY NEED TO
SELL SYSTEMS.
SO WHAT IF
CONSUMERS
AREN'T
SATISFIED!

YEAH, WELL I THINK PEOPLE
KNOW TO STAY AWAY FROM
"BLOWMEISTER GAME" PRODUCTS.

PRECISELY WHY
WE'VE CHANGED OUR
INITIALS TO B.G.M.
AND ALSO WHY YOU AND
YOUR TEAM MUST BE
DESTROYED BEFORE YOU
HAVE A CHANCE TO
BAD-MOUTH OUR
NAME!

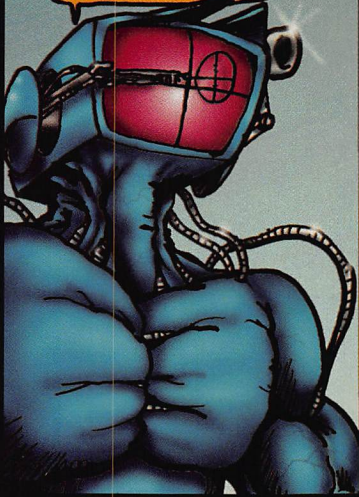
CLICK
WHIRR

SHOOOSH

ULP!

MEANWHILE,
MONITAU'S QUEST
IS ALMOST OVER...

THE TRACKS
STOP HERE



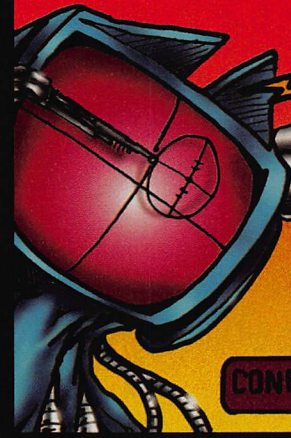
0000: READOUT
HEAVILY ARMED
FORTRESS

X180°
497°
00

STAT:
00101
BIO-MECH
SUB STRUCTURE.



ADDITIONAL ASSISTANCE
IS HIGHLY RECOMMENDED.

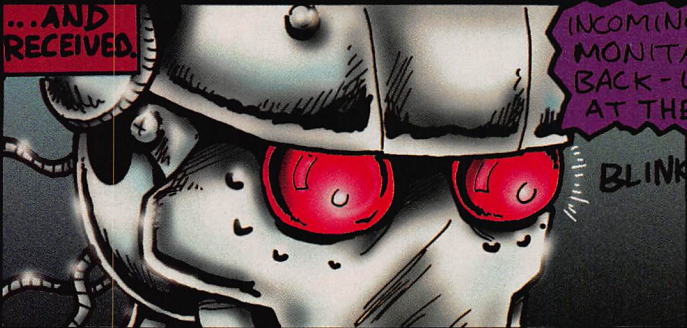


ALL RIGHT,
SEND CODE
YELLOW
BACK UP
REQUEST
TO GAME
FAN HEAD-
QUARTERS.

CONFIRMED. SENDING...

AND SO A MESSAGE IS SENT...

...AND
RECEIVED.



INCOMING MESSAGE:
MONITAU REQUESTS
BACK-UP ASSISTANCE
AT THE FOLLOWING...

BLINK

HMM.



SOON...

THOOM!
THOOM!
THOOM!

AH, HERE'S
OUR GUEST
NOW. PLEASE
COME IN,
MONITAU!



CREAK



THANK YOU,
BUT THERE'S
ONE OTHER
THING...

I HAVEN'T
COME ALONE.



STAY TUNED

YOU BRING THE LIGHTNING

THUNDERSTRIKE™



Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!



This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.



Screaming out of the skies over Panama . . .
Strafing pirate gunboats on the South China Sea . . .
Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



SEGA CD



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(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and a flying acrobatics that send the audience. Sometimes even the Aero the Acro•Bat himself is a high-flying, death-defying who combines superhuman artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, Aero's act is based

agility and plain old stunts. He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even tightrope operators from the far side gathered under the big top, what might be his final performance.

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than he could have imagined. One of the platforms was rigged with explosives ... which threatened not only our super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shredded in darkness as the night mysteriously malfunctioned, Aero leaped to safety, landing with a flourish!

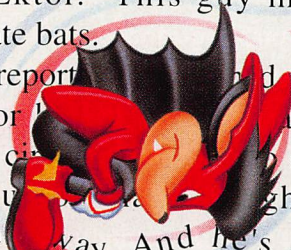
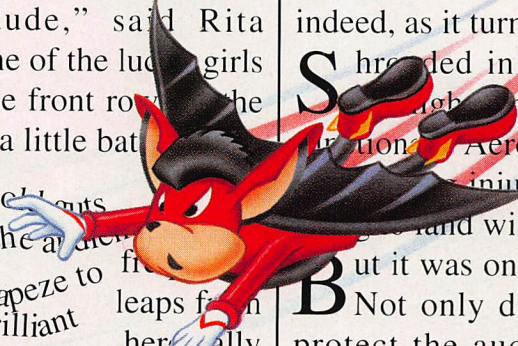
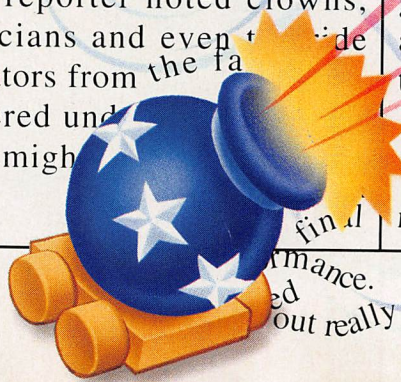
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter heard that Ektor had sabotaged the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. Aero doesn't even mention tightrope ballerinas who loves to squish bats. About a handful!

But these battles can't compare to Aero's early struggle toward fame. Auditions landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with all sorts of little stuff like squirting ears, exploding cigars, glue bombs, and so on. Next thing you know, there's grease and dynamite in the air."

Ektor hadn't been in the circus for many years. Until he appeared in the ring with a poodle. A poodle's demise in minutes. Tad "Smiley" Shimano, Ektor's partner, thought we were brainwashed members of the audience, for sure," said Shimano. "We didn't even get on candy," he added.

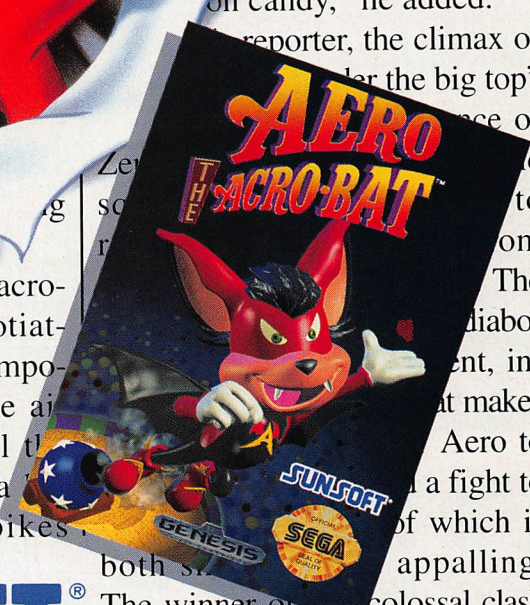
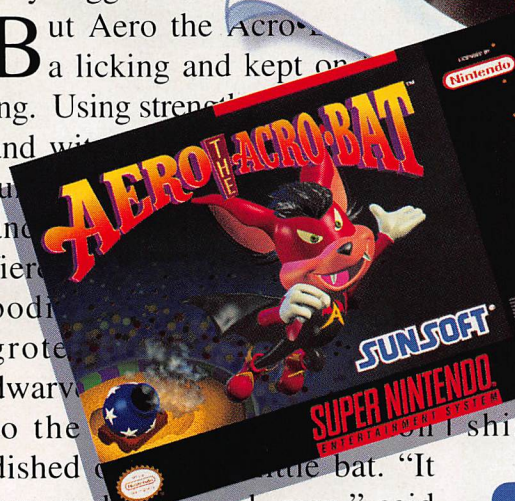
But Aero the Acro-Bat was a licking and kept on going. Using strength and wit, he found himself negotiating a hellacious series of trapeze stunts, hanging far into the air, avoiding becoming a shishkebab on hidden spikes. "It was really warped, man," said David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."

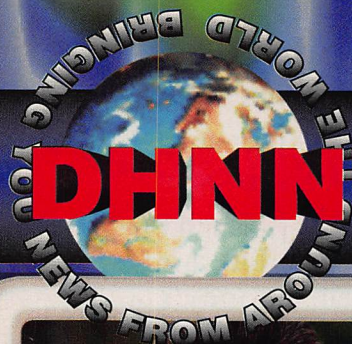
Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into tiny pieces. The Sunsoft

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off with a flourish! The audience paid their money's worth for the circus. Because the show continued right on to the next day. Aero kept right on going, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimano. "He threw a cage in," Shimano thought we were brainwashed members of the audience, for sure," said Shimano. "We didn't even get on candy," he added.

The reporter, the climax of the show under the big top" was a face of Zen. Aero the Acro-Bat was so good, he was able to make a fight to the death of which is appalling. The winner of the colossal clash turned out to be (continued)

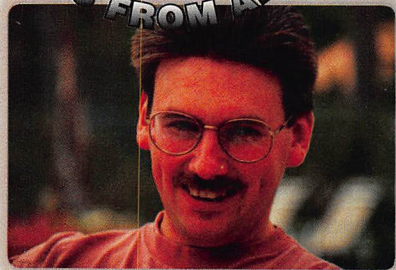


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THE MAKING OF A MEGA-GAME - ALIEN 3

by Nick Jones



HEY, I DID ALL THE WORK!

AT LAST!!! A good excuse to use my portable PC! Since a week after I had shown it off to everyone, it has been lying under my bed gathering dust! I picked it up, wiped off the dust with my hand and the damn "U" key ripped off and flew back under my bed. Beneath the bed, I went courageously fighting my way through endless computer print-outs, smelly socks, rancid coffee cups an un-cashed check (If only!). By the time I found it, what looked like a man eating spider had laid claim to it. So, as far as this diary goes, if there are any missing "U"s, TOUGH!

Alien 3 was to be my greatest challenge yet. After writing cupboard-fulls of Commodore 64 games. I was commissioned in England to produce-QUOTE-"The greatest video game ever" on a machine that I had never seen. For that matter it was to be based on a movie that was but a twinkle in its director's eye...

NO PROBLEM!

To pull this feat of programming off, I was going to need some major hired guns. For the best graphics around, who else but the one and only Nick "Map Boy" Bruty (Who has recently completed Aladdin and Terminator CD on the Genesis and Sega CD). It must be said that his career soared after the first year when someone told him that he didn't need to use "White Out" on the screen. He is really a frustrated programmer at heart and has loads of bug-ridden sprite routines to show off his wonderful graphics (crawl, crawl!).

THE PLOT!

So, off we went to a dark, wet, rainy corner of England, to a dingy castle. Our sole task; to 'CREATE'. Actually, it was quite fun really. The corridors gave us some neat ideas. However, soon the week was over so we had to quickly 'CREATE' some stuff so the guy paying the bills wouldn't freak. Namely, Fergus "Black Belt Karate, Kick Boxing, etc..." is great to get programmers to sign on the dotted line" McGovern.

THE BEGINNING

When I got back, there it was on my porch; a Super

Famicom. Great name (yawn). I prefer SNES. Ripping apart the box, I revealed my SNES. By far, the best, shiniest console on the market (actually, it was a rotten, matte, dull gray with yucky purple switches). The guys at Lamborghini would have reached for their sick bags! But, I didn't care. Rushing up the stairs, I plugged it in...AHHH! NOOOO! They didn't send me a cartridge!!!

Rushing back to the box, I pulled out a copy of its programming manual. HA! What a joke; a fifteenth generation, ultra-faded, unreadable photocopy that was written in what we 'in da business' term as 'Jap-ish'. If you've ever read the manual of a Japanese toaster, you'll know exactly what I mean. On top of all of that, the machine was crammed with so many features and concepts that I was literally overwhelmed by it all.

My friends came around to check out my Super Famicom, then cleared off home again when they realized I didn't have any games for it.

LIGHTS, CAMERA, ACTION!

It was many weeks of struggling-trying things over and over. Before, finally, I came to terms with the hardware enough to be able to start programming the game. Nick Bruty and myself would work through the night designing the look and feel. The SNES lived up to its hype. Nick had more colors than ever before-I had more space than ever before. But I wish I could play a game on it...ARGHH! My most compelling force to get all of it working was the thought of not having to listen to Nick's Blade Runner CD for the two millionth time!

The first ultra-complex tool I had to write contained artificially intelligent, interactive compression. I called it "Toast" as I'm into really meaningful names. It did most of the top secret stuff that makes the magic appear on screen...or maybe its just cuz I like beer.

First, we started creating the Alien corridors with the floating mist, then the corridors with the air ducts, where the screen fades away near the edges (you can see the aliens crawling around in the shadows). Soon, we added the ability to fire in all directions simultaneously. Finally, the infamous flame thrower.

One of the main problems was that, during the project, Nick regressed into a moon worshipper and, when he WAS actually up in the day time, he would watch TV, go shopping, do ironing-ANYTHING actually to avoid having to do any work! Issuing statements like "I am a creative person, I need my inspiration, Rome wasn't built in a day, bug off, etc., I figured, in order to make sure that he did NY work, we better arrange for him to work at my house. Problems; he has two cars-the invalid blue one is permanently on the operating table and the other amazing, Turbo-V8, 3.5 liter trunk, electric hood, power assisted gas cap, anti-skid seat covers (for those difficult bends), designed by computers, built by robots and wrecked by Nick...so now the train takes the strain. He also has an insatiable appetite for food. My wife used to reach for the frying pan whenever she heard Nick open the front gate. He is on a diet now that the game is finished.

ALL WORK AND NO PLAY!

Our only means of escape from the frantic hours of programming (when Nick gets here at a decent hour) is to go water skiing. It does my heart good to see Nick hit the surface of the lake at 30 MPH as he, yet again, failed to negotiate the buoys. Personally, I reckon it's the extra weight of the air tanks and his mask steaming up that does it!

Programming a game like this is not difficult, however sometimes things go wrong. You can get a mysterious 'Crash Bug', these can evade you for days. It usually turns out to be something totally obvious and so you feel obliged to consume copious amounts of



NICK, DAVID & NICK

beer. This works really well. However, as I have been writing games since I was 14, root beer didn't quite do the trick.

ALIEN 3 PROGRAMMERS TIPS FOR WIMPS

For all you dedicated game players out there who haven't been able to complete Alien 3 yet, I'd like to give some inside tips on how to play the game.

When dropping down long air ducts, press the jump button to make Ripley fall down even faster.

Only use the flame thrower in very short spurts. Red is the weakest, followed by the green flame and then the ultra-deadly blue flame. However, always pick up the red flame thrower canisters because they last the longest.

If walking through a Face-Hugger or Chest-Burster Zone, it is best to fire grenades along the floor periodically to clear the way. If you have no grenades, then get down on your hands and knees and crawl along, taking the aliens out with your pulse rifle.

The higher levels of the game are extremely demanding and the aliens will sap your energy very quickly. However, there is a simple way to boost your energy. Locate the Medic bay on your level, collect all of the energy pods and then leave via the nearest door. Wait outside the door for around two minutes, then re-enter. You should find that the energy pods have reappeared. Likewise, look for all of the ammo pickups.

To kill the mother aliens that jump from wall to wall, toast 'em with the blue flame throwers or grenades.

NEXT PLEASE

I hope you like the game. For my next game, I am interviewing with software publishing companies in the United States. That's where most of my LIMEY friends now live and I could use a tan anyway. I might even be able to stop saying stupid things like 'GOLLY'.

CHEERIO!



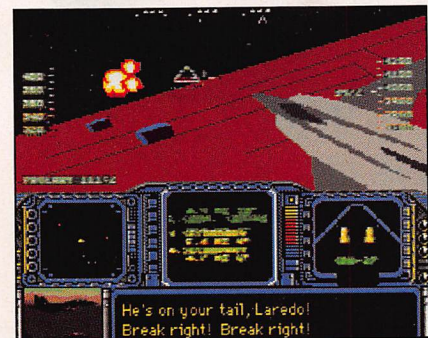

SHINY ENTERTAINMENT



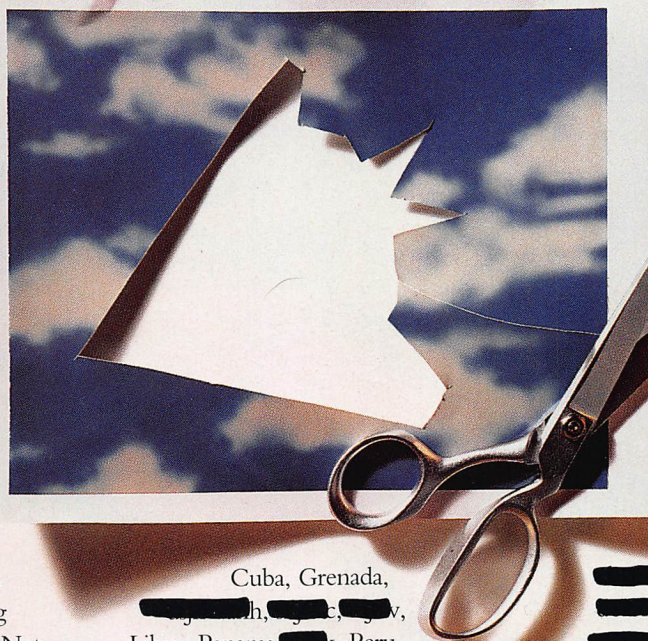
GOLLY, I LOVE CALIFORNIA

**WE WANTED TO EXPLAIN
HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS,
BUT THE PENTAGON GOT A HOLD OF OUR AD.**

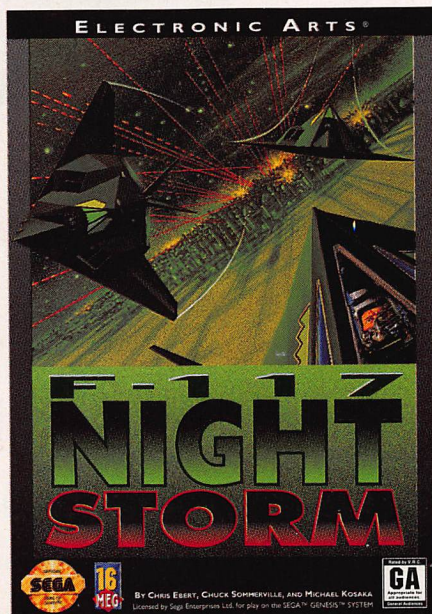

Code YY456-Z-5572
Document #7236 [REDACTED] has
[REDACTED]
[REDACTED]. Make no
mistake, F-117 Night Storm,
featuring the F-117A
Nighthawk, is the top of the
line high-end flight simu-
lator available to the public.
It is also the first F-117 on
Sega Genesis in the 16 MEG
format. [REDACTED]
making it the [REDACTED]
powerful and authentic
copy of the world's most
sophisticated strike fighter.
16 MEGs of digitized speech
and bit-mapped special effects, as
well as, [REDACTED] make for big
pay-offs when targets are struck. Not
unlike the CIA Mission over Libya when



██████████ Your mission begins at the ██████████
training grounds in ██████████, Nevada.
Further instructions ██████████ and Baghdad,
MIG-infested ██████████ flashpoints.



Cuba, Grenada,
[redacted], [redacted], [redacted], [redacted],
Libya, Panama, [redacted], Peru,
and others. F-17 Night Storm
even has movie insets that pictorially illus-
trate the unfolding gameplay. For example,
[redacted] [redacted]. There are two
modes of play: arcade and campaign (for a
[redacted] career). [redacted]
which basically means the specs of this
simulator are frighteningly realistic. For
example, revolutionary infra-red displays
and laser targeting. Not to mention [redacted]
[redacted] of [redacted] it. Your wingspan



F-117 Night Storm is a trademark of Electronic Arts. Sega™ and Genesis™ are trademarks of Sega Enterprises LTD. ©1993 Electronic Arts.

is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by [REDACTED] non-afterburning engines. Thrust 10,600 lb., bypass ratio .34:1, weight 1820 lb. Max take-off [REDACTED] or fuel 13,000 lb., weapon load [REDACTED] t [REDACTED] s. Max mach speed [REDACTED] or, max speed at sea level [REDACTED] best max speed at 35,000 ft [REDACTED]

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-65E Maverick, [REDACTED]

16
MEG



██████████a. Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.



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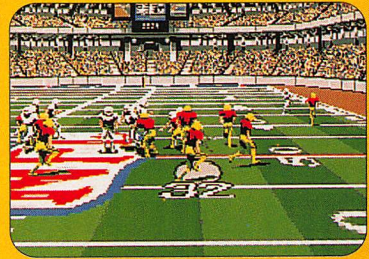
DOUBLE SWITCH™—

You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.



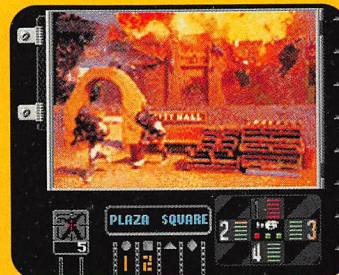
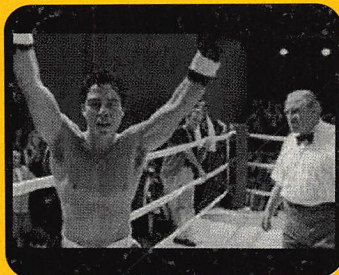
JOE MONTANA NFL FOOTBALL™—

It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TruVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of gridiron action.



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This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.



GROUND ZERO, TEXAS™

Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.



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like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout.

It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

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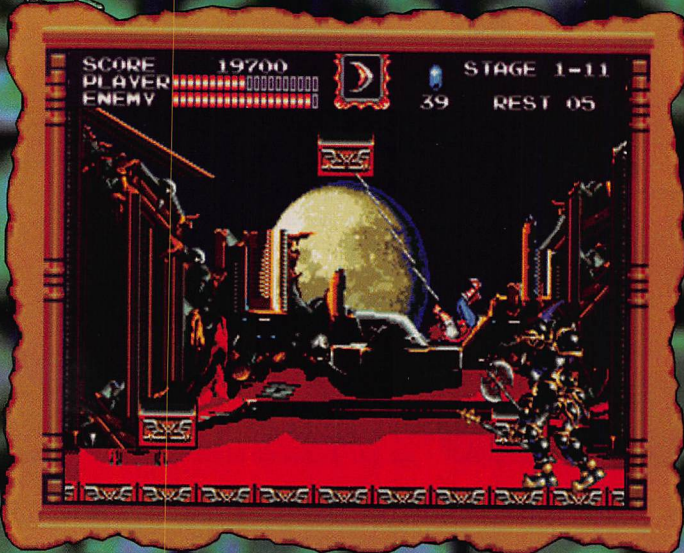
Castlevania BLOODLINES

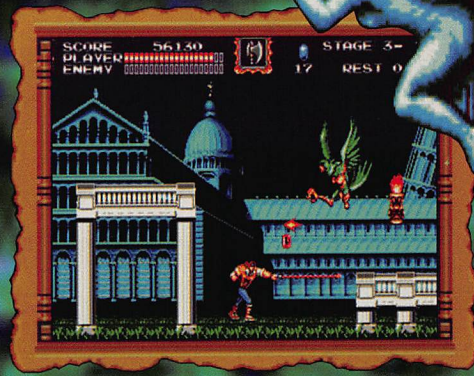
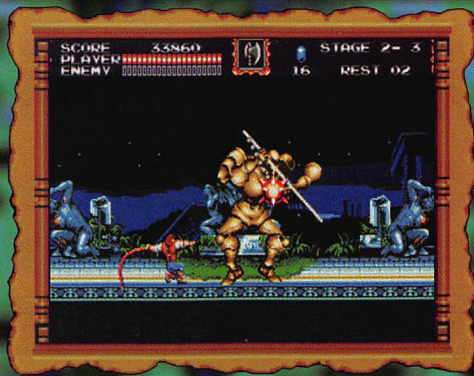
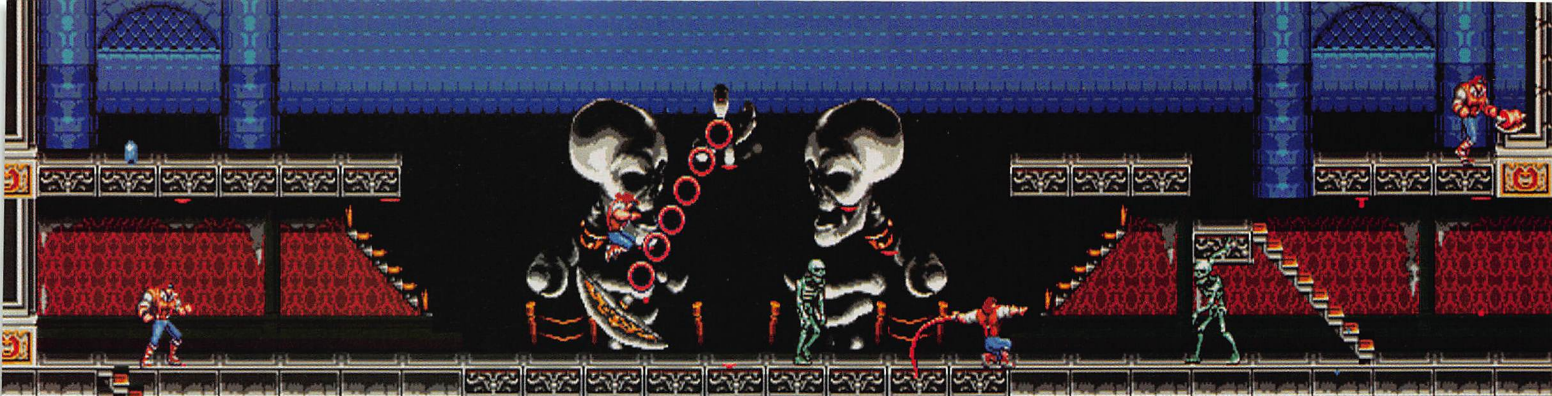


Of all the action games that I have played (and I've played them all) there is one in particular that I always love returning to, no matter what system it is on. That game is Castlevania, a game which could never have to many sequels. This time around the masters at Konami have finally put it exactly where I wanted it, on the Sega Genesis. Once again the lone 16 bit leaders, Sega, with a system many of us have enjoyed for almost five years and Konami, a company who's games have entertained us for ten years come together to deliver yet another great game, Castlevania Bloodlines. The year is 1917 and the Devils concubine, Elizabeth Bartley has set out to revive Count Dracula. To do this she must travel throughout Europe recruiting all of the powers of darkness. Your job is to stop her before she wakes the beast. This is one evil lady, let me tell 'ya. I'll get to the graphics, play-ability etc...



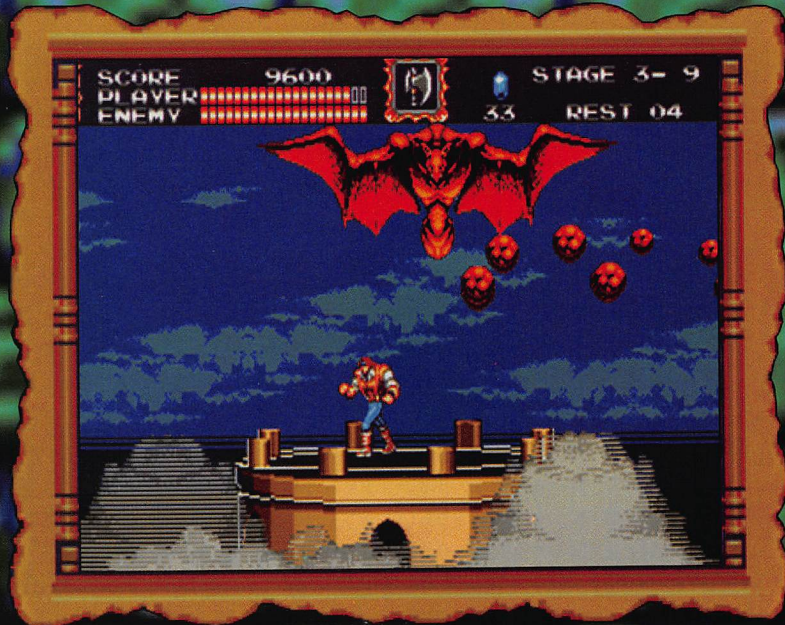
but I must start with the music and sound effects. Bloodlines features 24 of the best tunes I have heard on the Genesis this year, in fact if the release date was in 93 the best music, cartridge award would have been different. The sound effects are just as, if not more impressive, with over 100 effects ranging from screaming enemies to exploding armor. For an 8 meg game of this size, it is quite an effort. In this all new adventure you can assume the role of either of two Belmont (the great

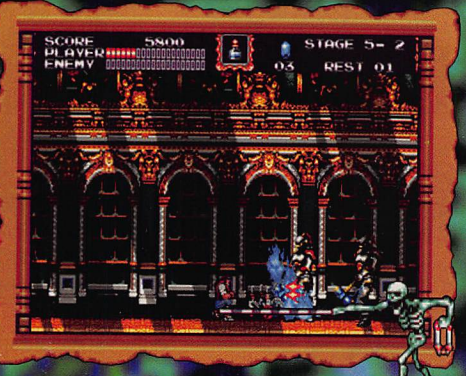
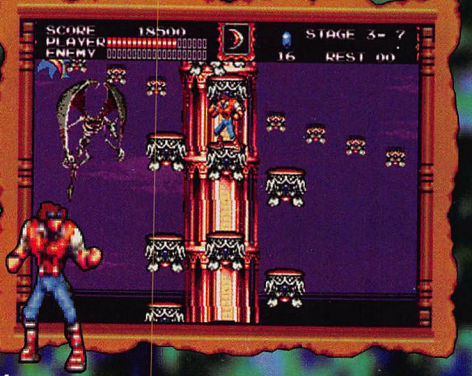
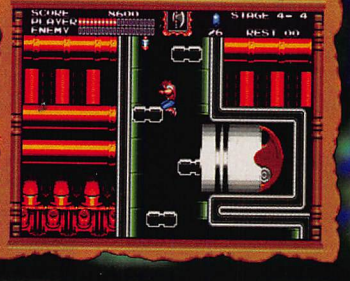
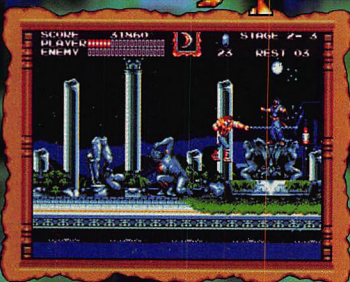
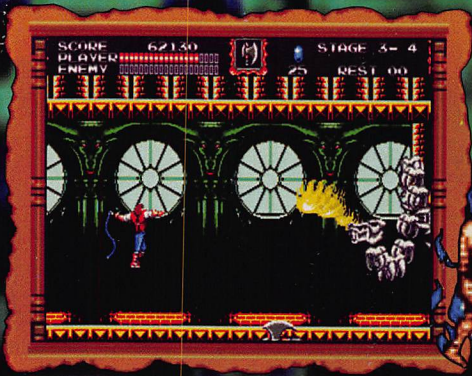




line of vampire hunters) ancestors, John Morris or Eric Lecarde. John uses the familiar whip, the Vampire Killer, while Eric dawns a new weapon to the series, the Alcarde Spear. Although Eric is a strong character I opted for John, who is more reminiscent of Simon and can swing with the whip (a great feature). Eric also has a great move, holding down briefly and hitting jump vaults him upward. Graphically Bloodlines delivers, with huge multi-jointed bosses, great special effects like rotating towers and reflections, and detailed well animated characters and enemies. When at rest, both characters animate. The difficulty is adjustable although you won't beat it quickly even on the easiest setting, for an 8 meg game it is quite

long so a password feature is included. Since this is a pre-view, (like I didn't just review it) we're only showing you about half of the game here. We'll have a review for you next month, as soon as I let somebody else play it (I hogged this one), see you then.

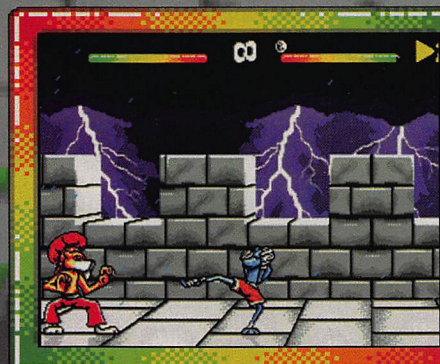
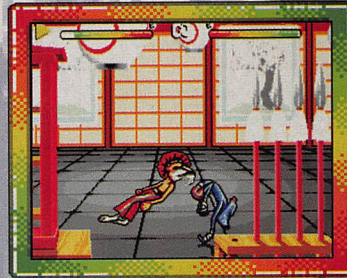
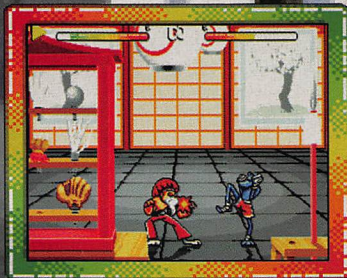
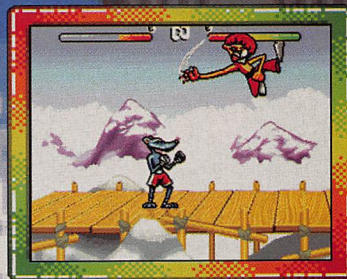




BRUTAL



Here are some more early shots of Gametek's upcoming cartoon fighter, Brutal. Last month we received only slides, however this time around we were able to get our hands on an early ROM and feel the characters. This title shows a ton of promise. Each character animates smoothly and the control feels very responsive, even without the final moves in. You can always tell if a game is going to be good early on by looking at the work put into the titles, option screens and the demo's and judging from what we have seen so far this is going to be a great game. A lot of work is going into it. Brutal is also different enough that even if you already own a couple of fighters it is still a must have. The characters actually gain spirit and become better fighters as the game progresses, which is an exclusive feature to this title. The backgrounds in Brutal are very colorful, animated and line-scroll beautifully and, in some you will find the characters moving smoothly behind forward objects. Basically everything is here to make another great fighter for the Genesis. Look for more on Brutal as it becomes available.
E Storm



Leon



Pantha



Tai Cheetah



Raeli Rat

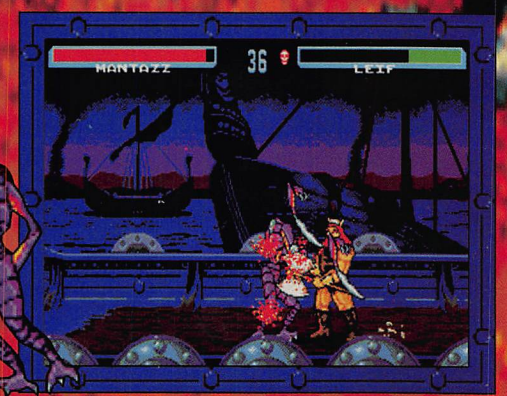
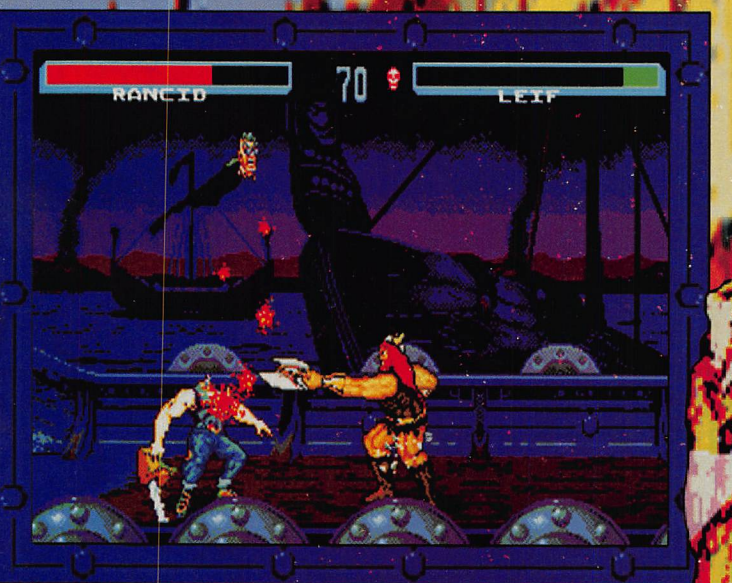
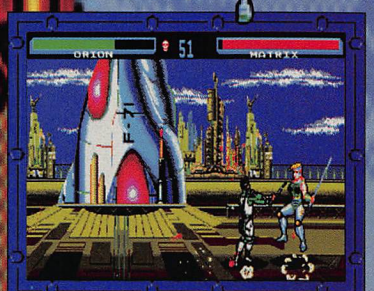
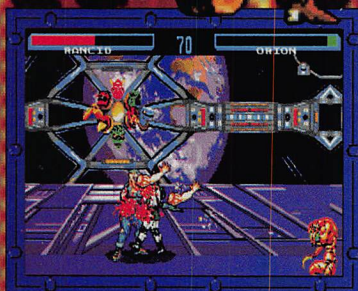
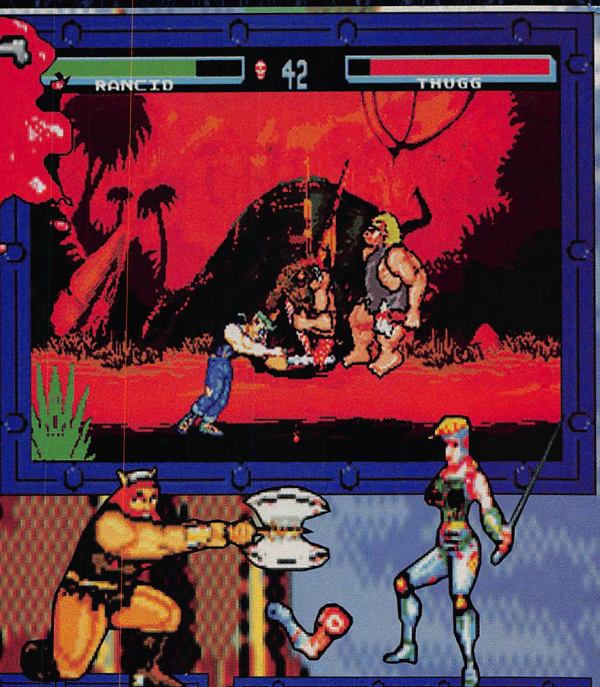


Kung Fu Bunny



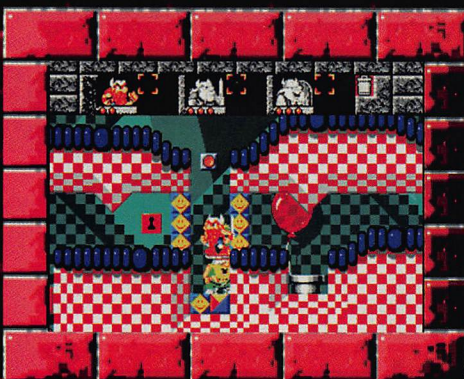
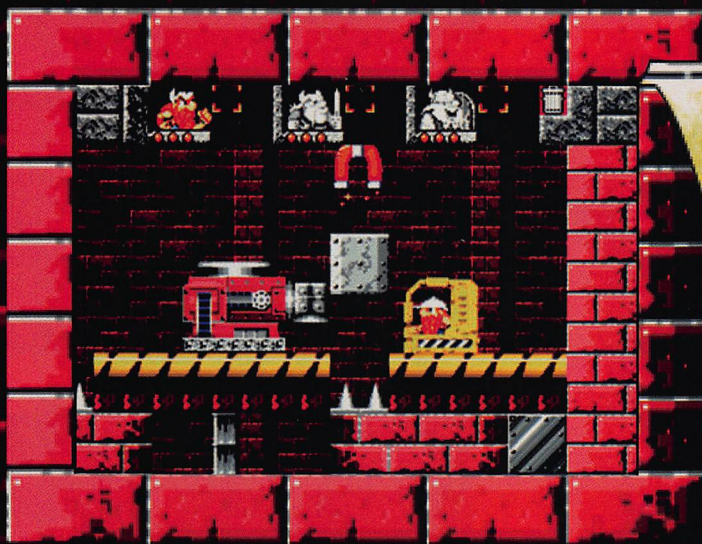
TIME KILLERS

Time Killers was an unexpected arcade hit in 1993, mostly due to the hansom, never before seen, on-screen carnage. This game is so violent that it is totally funny. If it had gone big, like SF2 or MK, could you imagine the media blitzkrieg! "Attention all parents, your children are in grave danger! Do not let them out of the house or they may come home with a chainsaw" Well, thankfully, TK doesn't have the play mechanics or graphics to make it big time. But as a comical, niche fighter it may find a home with quite a few Genesis owners. Fans of the arcade will be pleased to know that there is quite a lot of blood in this 16-meg cart, even more than was seen in the Genesis version of Mortal Kombat. The programmers at Black Pearl have done a respectable job of bringing the feeling of the arcade game home. The graphics are a bit pixely and these aren't the greatest backgrounds I've ever seen, but the arcade version wasn't exactly beautiful to begin with. Time Killers is a hard game to review, those looking for a Street Fighter 2 clone will surely be disappointed while others may find it so different and just totally bizarre that they will really like it. I guess this one is up to you. They say that pictures are worth a thousand words...well, here you go. -Storm out



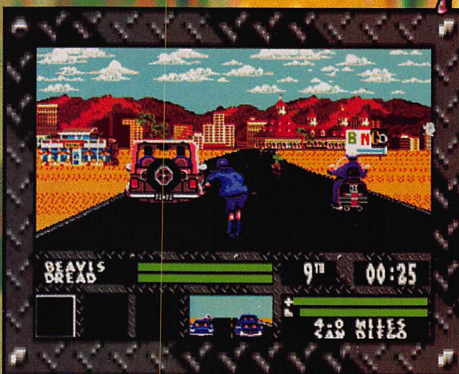
THE LOST VIKINGS

Thanks to Interplay's new 3rd Party Agreement with Sega, The lost Vikings have finally found their way on to the Genesis. The Genesis game features all of the puzzle solving action found in the SNES version with great graphics, excellent music and sound FX and features between level animations exclusive to this version. Erik, Baleog and Olaf must use their unique fighting and defensive skills as a team to make it through the fiendishly clever puzzles that the aliens, who abducted them from their village, have planned for our three friends. If you haven't played the SNES or other versions of this game, you have to give the Genesis version a try. The three vikings are hilarious and are kind of a Norwegian version of the Three Stooges-complete with sight gags and great one liners. The puzzles that you are required to solve get more complex as the game moves on (and it is BIG, featuring 30+ levels). The great thing about the Lost Vikings is that it isn't stuffy or boring. LV is one puzzle game that has its roots in the action game category and it doesn't mind throwing in some slapstick humor and sword play in with its mind challenges. With the many different games coming out for the Genesis this winter, The Lost Vikings stands out as one of the most unique. -Talko





Once again EA has surprised and delighted me by presenting yet another stellar effort ala Road Rash. The presence of a warning screen (don't try this at home) say's what needs to be said and then it's on to the most unique, kick-butt skating game ever designed. In Skitchin you control a Rollerblader who must duel his way down hectic highways. So, how do you gain on your opponents? By grabbing onto speeding auto's of course. Oh ya, grab onto that bumper! Judge it wrong and you go flyin baby, and if, by chance some other punk is on your ride, beat him senseless and knock him off for a little roll on the

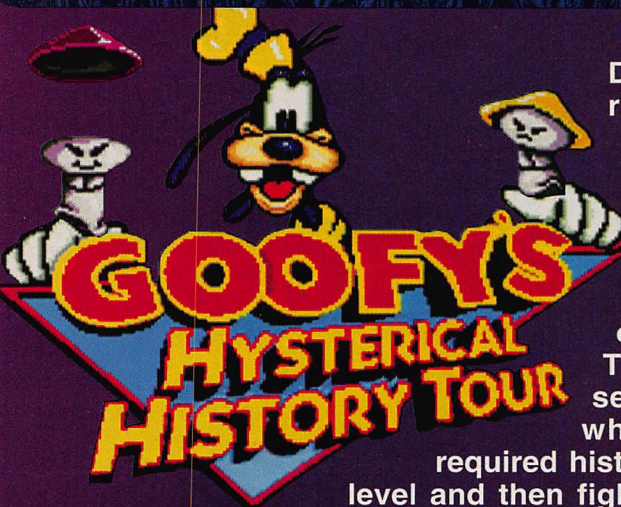




road. Or you could always pick up a handy pipe and bonk him on the melon. This is a great game. Skitchin has superb animation, great scaling, and features tournament, 2 player alternating, head to head, one player or two player competitive modes. And finally, you want music? I got your music right here! Skitchin has the best Heavy Metal soundtrack that I have ever heard. That wraps up the preview, look forward to more on this great new title as soon as EA unwraps the final version.

-Storm Out





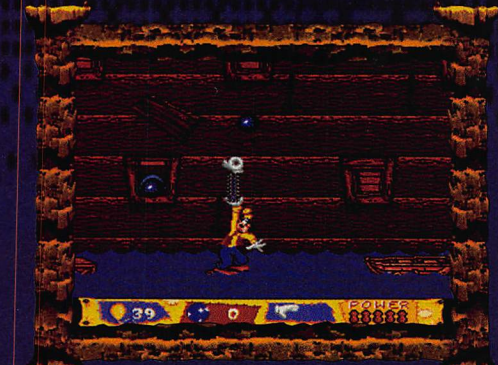
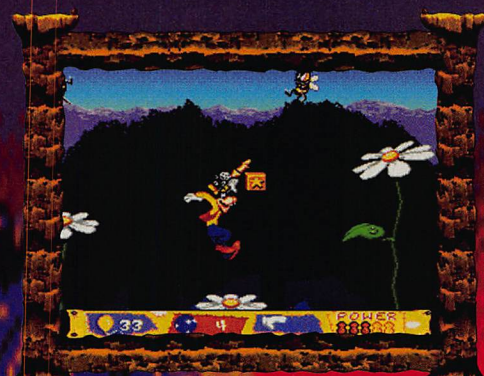
It's Christmas '93 and Disney games are all the rage. Fine by me, so far, they're all good, including this one, Absolute's Goofy's Hysterical History Tour. This title, like Aladdin, features actual Disney animation on the main character. The game takes place in several historical periods, where Goofy must find a

required historical item, negotiate the level and then fight a boss. Sound educational? Well, gladly, it isn't. Goofy is non-stop

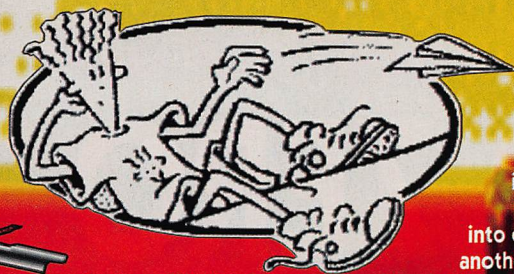
Action/Platform with long, challenging levels that will test even the best action gamers jumping skills. Graphically, Goofy delivers, with excellent animation, well drawn enemies and detailed, scrolling backgrounds. The music is a bit mild, but done OK and fits the game well. What stands out the most, however, is the excellent layout of the levels, which feature both vertical and horizontal elements and some pretty treacherous jumping. The control is great, so even though the game is very challenging, it remains fun to play until mastered. Goofy's techniques include; head bouncing, grappling and swinging to defeat his foes and get where he's going and, of course, his trademark personality is featured throughout the game.

Overall, Goofy is a solid Action/Platform that is a must for all Disney fans while remaining challenging enough to please even the most demanding action gamers.

-Takahara



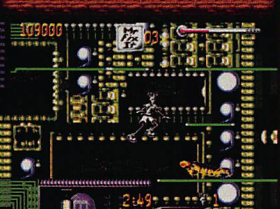
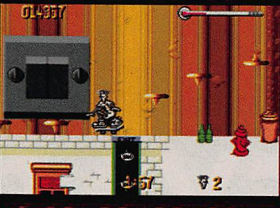
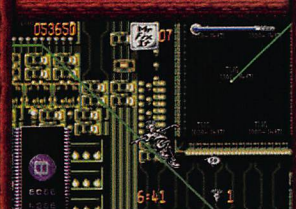
FIDO DiDO



Fido Dido considers himself one cool character. He judges no one and does things in his own alternative way. In this game, as in real life, Fido seems to get himself sucked into one predicament after another. You see, the artist

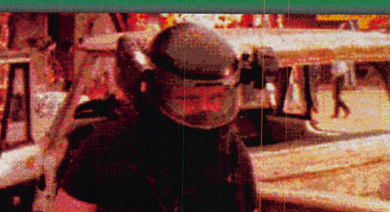
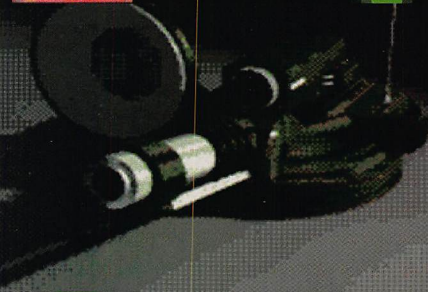
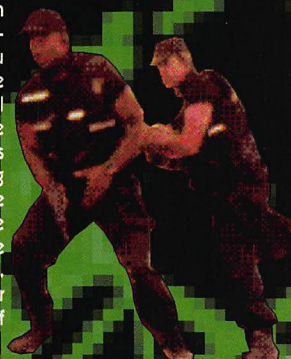
who draws Fido has fallen asleep at her table, a choice time for Fido to spring to life and cruise the neighborhood which consists of a Sega Genesis, a pencil holder, a postcard, a waste basket, a book, and even the artist's ear. Each of these levels have an objective for Fido to overcome which takes a lot of exploring and a little ingenuity. The graphics in Fido are above average, there isn't hordes of color, but that's part of the game, being that Fido and most of the enemies around him are in black in white. Fido himself is kind of an awkward character, so it may take some time to get him under control, oh, and be prepared to do a lot of jumping.

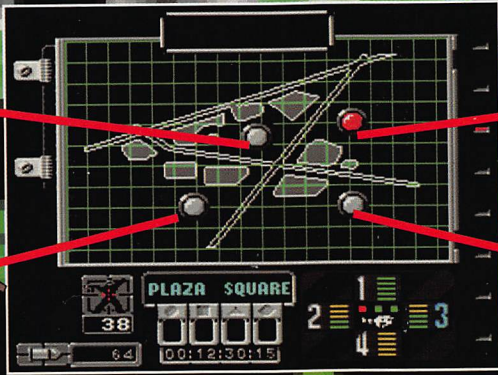
There are all sorts of objects to pick up along the way, each serves a special purpose and your job is to figure out what that purpose is. The game is pretty long and comes with a much appreciated password feature. There are also some kooky three-part bonus rounds where you first ride a bucking bronco and collect potatoes, then shoot those spuds at flying bottles for cash, and then bet that cash on some rounds of Black Jack (I have no idea what this has to do with the game but it's in there). As far as difficulty goes, I found the first levels to be more difficult than the last but average gamers will probably have their hands full for a few days. The thing that impressed me the most about Fido Dido is that it's not just another standard action/platform (butt bounce on the enemies and reach the boss at the end of level type game). There's more thought and exploration involved. It's clear that the programmers spent a lot of time producing a quality game that breaks away from others in this category. -Mr. Goo



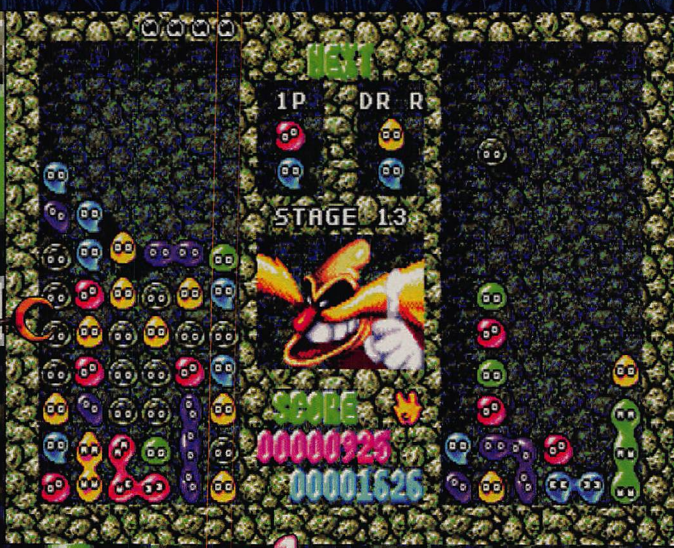
GROUND ZERO TEXAS

Sony Imagesoft has just added to their lineup of TruVideo titles for the Sega CD with Ground Zero Texas. GZT is kind of a high-tech marriage of Mad Dog McCree and Night Trap with a movie-like storyline that ties together straight ahead video shooting action. The action occurs in El Cadron, TX, where aliens have been abducting people from the town and freezing them for food. The aliens then take on the form of whomever they have kidnapped through a cellular regeneration process and use this new form to claim more victims. You are called in as part of the team trying to rid the area of these beings. Three people before you have failed and, if you are the fourth, there is a B-52 waiting with a tactical nuke to finalize matters at Ground Zero. Similar to Night Trap, GZT features a four camera surveillance system set-up throughout the town. You have informers at each location and it is your job to respond to whichever area presents the biggest momentary crisis. You see, initially you can't kill the aliens-only stun them. You've got to move back and forth between the cameras and waste as many aliens as you can and, eventually, your informants will give you clues to finding the alien weapons cache (get Reese to break out the Rovercam and it will become much easier to find these weapons). Once there, you will have to disable the arsenal lock...or die trying! Once you've raided the arsenal, all hell breaks loose and the aliens come at you as hordes of storm troopers. You then have the chance to finish the job and destroy these green globs of goo! The focus in this game is on keeping your cameras from sustaining too much damage so that they remain operational. This is, of course, dependent upon your shooting skill. If three cameras go down, you're gone. Ground Zero Texas is the best game to date in this genre. Although this type of presentation won't allow the degree of interactive gaming that we would all like to see, the story is strong and the pace of the game makes you "feel" like you have more control over the interactive story. The video is very well done and the music and sound effects do a good job of depicting the somber, desperate mood of the game. The play control over your shooting cursor is a little loose in spots and there are times when you are sure that you wasted the dude only to find your camera absorbing more damage but play mechanics are a vast improvement over older, comparable product. Also, with two CDs and over 110 minutes of motion video, Ground Zero Texas provides a lengthy challenge for fans of this style of game...definitely worth a look for Sega CD owners. - Talko

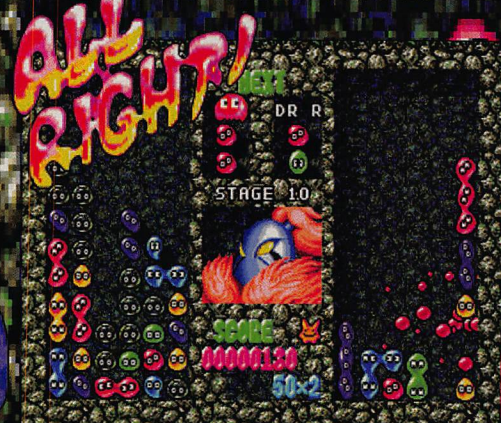




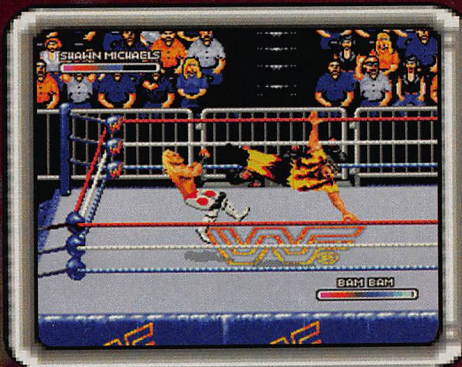
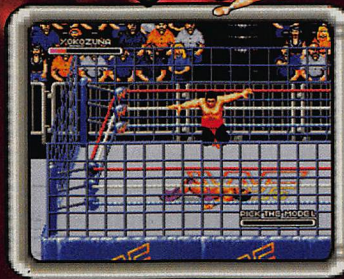
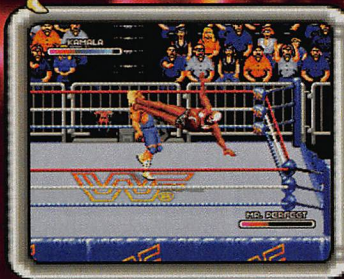
MEET YOUR **CONTACTS**



Anyone here at GF will tell you, I'm not the guy to ask about puzzle games. In fact, I hate 'em. That is exactly why I am writing this article. I love this game! It's like playing Street Fighter, only instead of "shoruken!", it's "yippy!". That's the sound you hear just as you drop a load of Refugee Beans into your buddy's dungeon, causing him to panic and you to laugh. You see, in Dr. Robotnik's Mean Bean Machine it isn't merely stacking and matching, it's setting up strategically for color coordinated combo's. To help make things even more interesting, the awesome accompanying music is fast and dangerous sounding, reminiscent of Devil's Crush. When you play against Robotnik and his Henchbots, you are first greeted by your opponent (who is animated perfectly) and then the screen scrolls down to the dungeon. During your battle, that Henchbot's face is displayed in the middle of the screen, so you can watch his expressions change according to his status throughout the match, it's pretty funny. Each of the Henchbots is more cunning than the last and each has its own strategies. Beat them all (there's over twelve) and you'll meet Robotnik himself, who looks so good in this game he deserves an action game of his own. No matter what kind of games you're into, Dr. Robotnik's Mean Bean Machine will definitely provide you with hours of fun and laughter every time you play it. Puzzle game of the year! E Storm

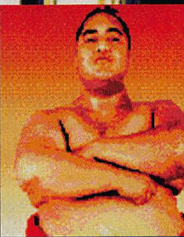
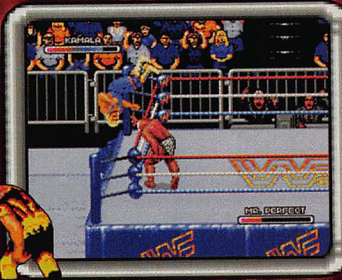


WWF RAGE IN THE CAGE



If you own a Sega CD and you're a fan of the WWF, then Acclaim's got just the game for you. After you're done watching your Saturday allotment of the wacky WWF, here's another title to prolong the pain. Take all of the hard hitting wrestling from the cartridge games, add full motion video, personal bio's (complete with trademark tunes) on each of the 20 wrestlers and those famous steel cage bouts and you've got the ultimate experience for wrestling fans, WWF Rage in the Cage. Choose between one fall, brawl, tournament, or the cage and enter the most realistic wrestling action ever for a home system. Along with those features, you get the

actual cheers from the crowd as well as a full vocal introduction of each combatant at the beginning of each match. The graphics here are strictly of the cartridge genre, as are most Sega CD games, but the addition of the FMV, cage bouts, and the realism that CD brings make this a game that most WWF fans should find very entertaining. Hey, if you can sit through an entire WWF match without breaking into uncontrollable laughter, then you've definitely got what it takes to master this one. -Kid Fan



JIM POWER

Electrobrain is about to bring you into a new dimension with Jim Power the Lost Dimension..... in 3D. Is it really 3D? Well, pretty close. Although the images don't necessarily pop out of the screen, the feeling of depth is truly amazing. Through a series of scrolls and bright colors you get the feeling that you're looking into the game, not just at it. This is accomplished with the use of special polarized glasses that come packed in with the cart (free stuff is cool, huh-huh). However, 3D alone does not make a game great, so how does Jim stack up? JP has both action/platform, side/scrolling levels and horizontal shooting levels. In the action sequences you basically run, jump and shoot at the bad guys. There's a ton of pinpoint jumping which you may find yourself trying to rush through, but beware, enemies appear fast, so until you know their patterns, move cautiously or Jim is toast...literally. The shooting is pretty standard stuff play wise, but the 3D makes it look way cool. It's like you could reach into the screen and grab your ship....and it's hard. Again memorization is necessary, so don't stare at the effect too long; concentrate man! You're going to crash, you eediot!! The music has that distinct European flavor and is actually quite good, but the graphics are the biggest plus in Jim Power. Everything screams, aaaaeehhh, with color and there are tons of scrolls. Jim is well animated and when running he has a unique three dimensional look, (although he is a bit of a goof ball). Overall, the 3D alone is worth the price of admission but you get a pretty cool game as well. It's nice to see some new approaches to the tried and true action/platform formula. Cheers to Electrobrain for having the huevos to do something new. -Mr. Goo



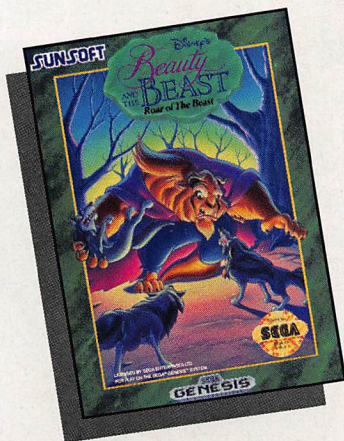
WILD THING



Disney's
Beauty
AND THE BEAST

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.

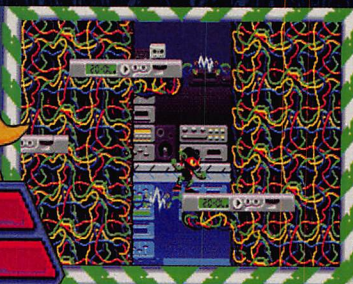


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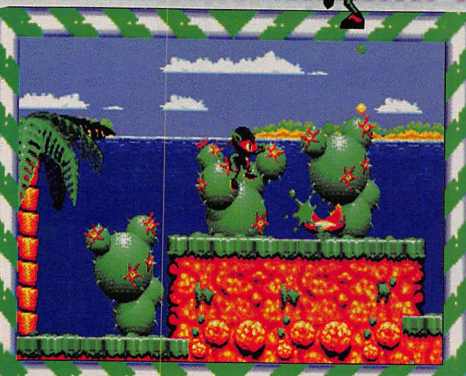
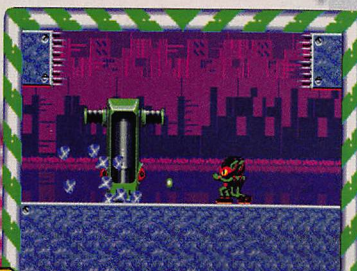
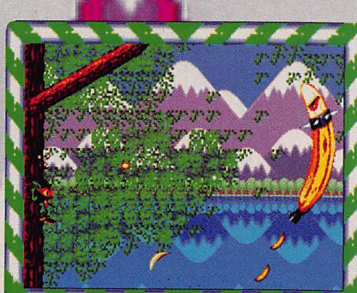
ZOO



Yet another small character action game is making its way to the Sega Genesis, except this time it's not a new character, but one that is very familiar to Amiga users (although this version is a lot better)-especially in the UK. That is where this title, Zool, originated. Zool is about a marooned ninja alien in a cute yet hostile world. After extensive play with this little devil, here's the story. Zool is definitely a unique game. On the one hand, the little guy scurries around so fast, you want to bolt as you would with Sonic. However, the amount of enemies, obstacles and the goal of collecting items prohibits this. So, what you end up with is a super fast character who you must move about slowly, this makes for some interesting gameplay. Also odd is that Zool himself has a sort of Sci-Fi look about him, yet the worlds he explores are as cute as a weekend in Parodius with landscapes of candy canes and milkshakes to. Zool himself can shoot, slide-kick, climb walls and sports the usual head bounce attack that started with Mario and remains the leading cause of death in platform action games today. Although awkward at first, moving so fast...so slow, once you get used to him...Zool is a very entertaining game. It has detailed, colorful graphics, good music, interesting

bosses and is more than challenging enough. It also has a distinct European feel and imaginative quality that is a nice break from the norm. So, if action platform is your thing and you're looking for something a little different, then Zool should be one of your next acquisitions.

-Takahara





SEGA
GENESIS
16 BIT CAPABILITY

JOE & MAC



BE A CAVE DUDE- SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRLFRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. BRAVING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PRIMORDIAL MONSTERS THAN YOU CAN SHAKE A CLUB AT. ITS TRUE ARCADE ACTION, WITH BIG, COIN-OP STYLE GRAPHICS AND THE BADDEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO MEET AND DEFEAT
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SAVAGE LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT!
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS

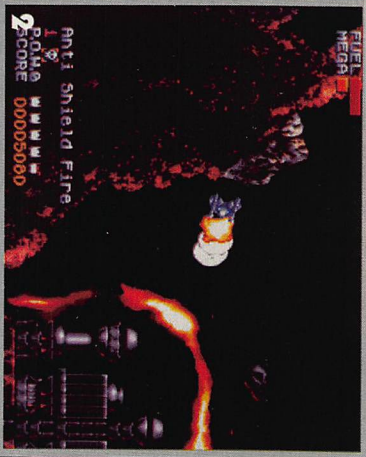
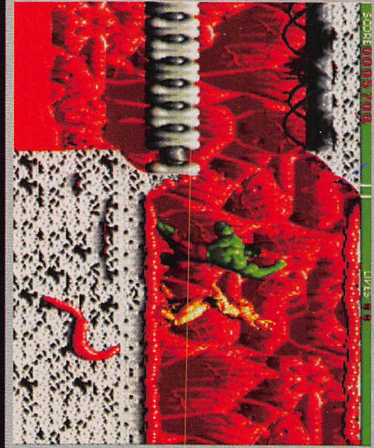
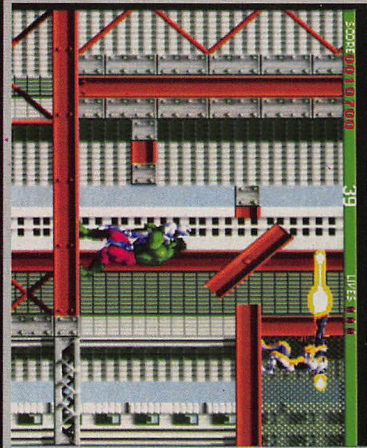
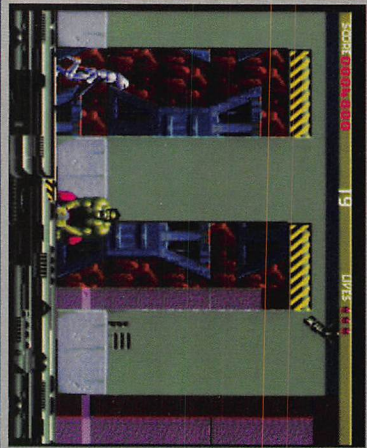
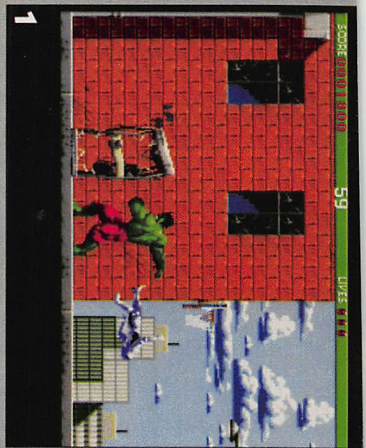
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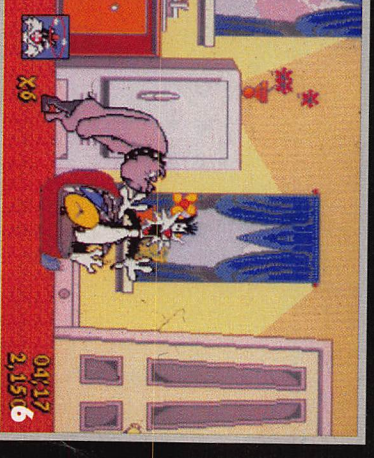
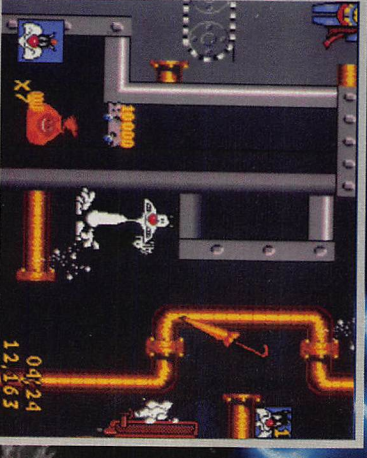
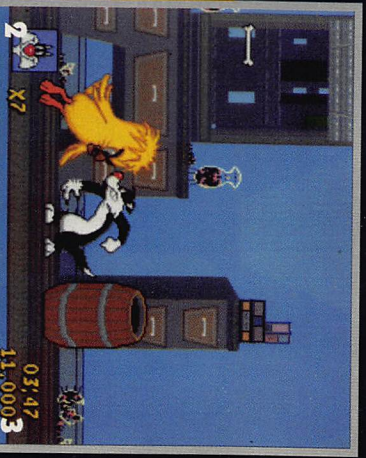
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Sega previews is travelin' a little light this month, not in quality though, just in quantity. All the new stuff is waiting for us in Las Vegas. I guarantee you'll see mega-tons of new Sega stuff next month. A bunch of it is over in E. Storms Import Update. You know that most of that stuff will come out here soon, if not before Japan. Below on the left is US Gold's amazing (I've seen it and it is) Incredible Hulk. This game is being developed by Probe, the folks that brought us Alien 3 and Mortal Kombat. I hope we can bring you some in depth coverage soon on this one...I wanna play it! Up top there is Sega's Sub-Terrania, a unique Shoot-'em-up that looks like it's gonna be a winner, and finally on the right is Sylvester and Tweety. Tek Magic are taking there time and doing it right. The animation is some of the best ever in a Genesis car, this will be a great game. We'll bring you these and many more new Sega titles in the months to come.

SEGA PREVIEWS





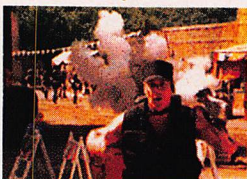
A game based on
the touching story of visitors
from another planet receiving
a traditional small-town
Texas welcome.



COMMENCE 5 LEVELS OF EXTRATERRESTRIAL-BASHING. IT'S ALL LIVE ACTION WITH LIVE ACTORS. AT LEAST THEY'RE ALIVE WHEN YOU START.



RETICULANS ARE ABDUCTING TOWNSPEOPLE FOR FOOD. BLAST THEM INTO UNCONSCIOUSNESS AND STEAL THEIR WEAPONS. THAT OUGHT TO RUIN THEIR APPETITES.



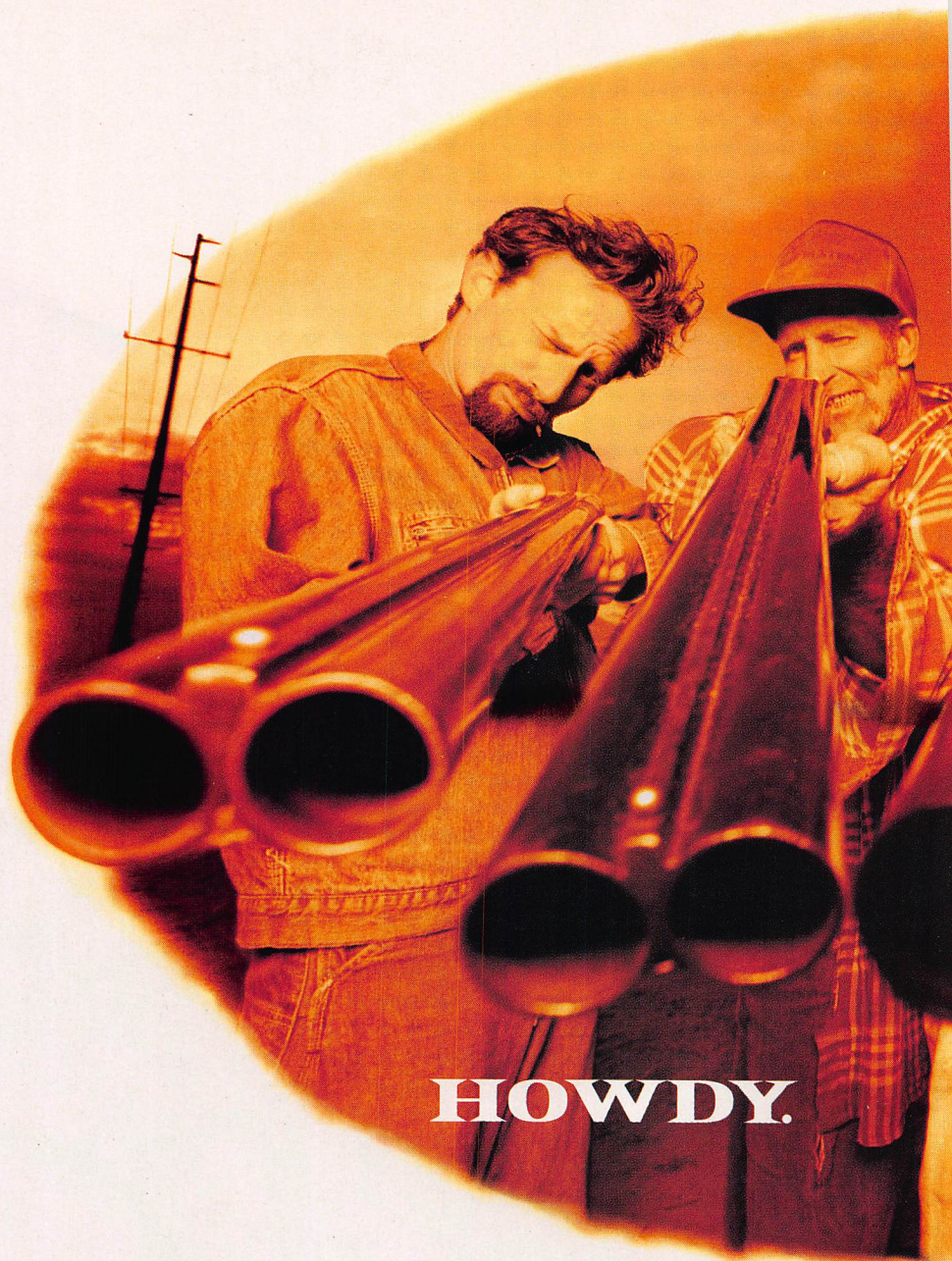
VIEW ACTION THROUGH BATTLECAMs ARMED WITH PLASMA DISRUPTER PARTICLE BEAMS. MESSY BUT EFFECTIVE.



SEARCH THE CANTINA WHERE 5 DIFFERENT PATRONS PULL GUNS ON YOU. (CUSTOMERS OR ALIENS?) THINK FAST—SLOW VISITORS GET LEAD POISONING.



(sure, it's just a game.)



HOWDY.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. THESE RETICULANS INGEST AND INHABIT HUMAN BODIES WHICH MAKES THEM A LITTLE DIFFICULT TO SPOT. THEN YOU'VE GOT HEAVILY ARMED STORMTROOPERS TO FRET ABOUT. THEY ENJOY BARBECUED RIBS. YOURS. TO SURVIVE YOU'LL HAVE TO STEAL THEIR ARTILLERY. BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING OF OUR OWN—IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR



Digital Pictures



Ground Zero, Texas™ is distributed by Sony Imagesoft, 2100 Colorado Ave., Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Co.



BLAST INVADING STORM-TROOPERS. ACCURATE TARGETING RECOMMENDED OR SUFFER FROM A FATAL CASE OF LASER BURN.



CLUES LEAD YOU TO THE INVADER'S ARSENAL. CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT...AND THE WHOLE TOWN!






NEW FIREPOWER LETS YOU SPLATTER GREEN ALIEN GUTS ALL OVER MAIN STREET. (YOU MAY BLOW CHUNKS WHEN YOU SEE THIS.) A REAL BUMMER FOR THE SANITATION DEPARTMENT.



AGENT DISALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.



THE SOLE PURPOSE OF MAKING THE ULTIMATE INTERACTIVE GAME. WE SPENT 3 MILLION DOLLARS ON THE BEST SPECIAL EFFECTS, STUNTS,  BLASTING ACTION AND THUNDERING SOUND EFFECTS MONEY COULD BUY. (THE SAME FOLKS MADE ROBOCOP.) THEN WE DIGITIZED THE WHOLE THING. THE RESULT IS A FULLY INTERACTIVE, GREEN BLOOD-SPLATTERING, ACTION-PACKED ADVENTURE WHERE EVERY DECISION YOU MAKE CHANGES THE  ACTION EVERY TIME YOU PLAY. THIS GAME IS SO REAL THAT IT WILL PROBABLY  REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE. THAT'S UP TO YOU, PARTNER.

FOR SEGA CD.

GAMEFAN'S 2ND ANNUAL:

AWARDS

'93 has come and gone and left a sizeable amount of quality software in its wake. While the Genesis saw its best year yet, with programmers maxing out the hardware, the Super NES saw only one SFX game and not nearly as much breakthrough software as we had anticipated. Nintendo will make its first move at the upcoming CES and then go for the KO in the fall of '95, with their powerful Project Reality. Sega, Sony, SNK and Atari will all launch new systems in '94 as well, although some will debut first in Japan. The 3DO has already hit but whether it's a "game" machine or a Swiss Army console has yet to be determined. Yes, '93 was an interesting year, the whole world found us. Mortal Kombat hit the news, Sonic hit Saturday mornings and companies like AT&T, Matsushita, Viacom and other monster co's joined the fray. I think '94 is going to be an interesting intro. to '95. -DH

Here's the way we saw it over the past 12 month's. Our voting was done with each GF member separately to achieve the most accurate results. Sega CD titles are incorporated into the Sega category due to a limited selection of software. Import titles are excluded (an exception was made in Skid's Act/Pltfm choice due to special circumstances). Congratulations to the winners! Hope to see you here next year.

Action Platform: Sega

Skid-Sonic CD (with original Japanese music)
Sgt. Gamer-Buster's Hidden Treasure
K-Lee-Gunstar Heroes
Kid-Fan-Gunstar Heroes
Winner: Gunstar Heroes/Sega

Action/Platform: SNES

Skid-Battletoads in Battlemaniacs
Sgt. Gamer-Tiny Toons
K-Lee-Tiny Toons
Kid-Fan-Tiny Toons
Winner: Tiny Toons/Konami

Fighting: Sega

Unanimous decision: Street Fighter 2 SCE/Capcom

Fighting: SNES

Skid-SF2 TE
Sgt. Gamer-Clay Fighter
K-Lee-SF2 TE
Kid Fan-SF2 TE
Winner: Street Fighter 2 TE/Capcom

Shooting: Sega

Unanimous decision: Silpheed/Sega/Game Arts

Shooting: SNES

Unanimous decision: Star Fox/Nintendo

Action Adventure: Sega

Skid-Alien 3
Sgt. Gamer-Flashback
K-Lee-Flashback
Kid-Fan-Flashback
Winner: Flashback/US Gold

Action Adventure: SNES

Skid-Alien 3
Sgt. Gamer-Jurassic Park
K-Lee-Alien 3
Kid-Fan-Alien 3
Winner: Alien 3/Acclaim

Action/Arcade: Sega

Unanimous decision-Final Fight CD/Sega

Action/Arcade: SNES

Unanimous decision-Batman Returns/Konami

Best Movie Game: Sega

Unanimous decision-Aladdin/Sega/Virgin/Disney

Best Movie Game:SNES

Skid-Alien 3
Sgt. Gamer-Batman Returns
K-Lee-Batman Returns
Kid-Fan-Alien 3
Winner: Alien 3

Best Cartoon Game: Sega

Skid-Stimp's Invention
Sgt. Gamer- Buster's Hidden Treasure
K-Lee- Stimp's Invention
Kid Fan- Stimp's Invention
Winner: Stimp's Invention/Sega

Best Cartoon Game: SNES

Skid- Tazmania
Sgt. Gamer- Tiny Toons
K-Lee- Tiny Toons
Kid Fan- Tazmania
Winner: Tazmania/Sunsoft



GUNSTAR HEROES



STREET FIGHTER 2 SCE



SILPHEED



FLASHBACK



TINY TOONS



SF2 TURBO HYPER



STARFOX



ALIEN³



(sure, it's just a game.)

NOTICE
THE MAKERS OF LAST
ACTION HERO DO NOT
CONDONE ROUNDHOUSE
KICKS TO THE HEAD,
WANTON BLOODLETTING
OR PUSHING PERSONS
FROM HEIGHTS IN EXCESS
OF TEN STORIES (UNLESS
OF COURSE, IT'S
IN SELF DEFENSE).



WE'D APPRECIATE IT IF YOU WOULDN'T PUNCH, KICK, AND SLASH YOUR WAY THROUGH 5 SPLEEN-WEAKENING LEVELS AS ARNOLD SCHWARZENEGGER'S JACK SLATER...



TRY NOT TO GLEE-FULLY USE BLOOD-RENDERING MARTIAL-ARTS MOVES TO WASTE KNIFE-WIELDING SCUMBAGS, PUNKS WITH CHAINS, AND THE OCCASIONAL DEMENTED SNIPER...



BY NO MEANS PLAY CHICKEN WITH TRAFFIC AS YOU DODGE MOLOTOV-COCKTAIL-CHUCKING CONVERTIBLES, ZOOM AROUND DOUBLE-PARKED CARS, AND AVOID TREACHEROUS POTHOLE...



AND PLEASE DON'T CHALLENGE THE HEAVILY ARMED HELICOPTER AS BENEDICT AND THE RIPPER ATTEMPT TO REDUCE YOU TO SO MUCH PETROL-SCENTED MEAT...

IN FACT, WHY DON'T YOU JUST SIT IN YOUR ROOM AND PLAY SOME HARMLESS, NONVIOLENT GAME LIKE MARBLES. OR TAKE A NICE, WHOLESOME NAP.

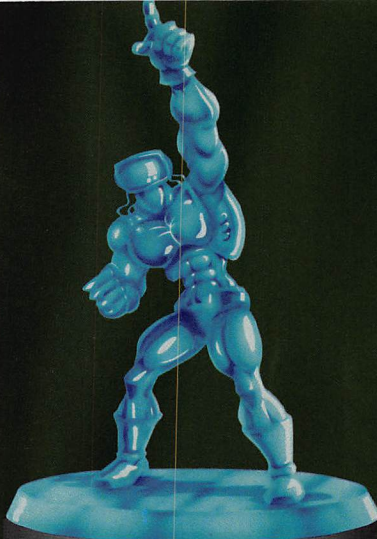
LAST ACTION HERO FOR SEGA GENESIS AND SNES IS AVAILABLE FOR RENTAL. NES, GAME BOY, AND GAME GEAR VERSIONS ARE AVAILABLE FOR SALE.

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LAST ACTION HERO

MEGAWARDS

cont.



Puzzle: Sega

Unanimous decision-Dr. Robotnics Mean Bean Machine/Sega

Puzzle: SNES

Skid-Super Q-Bert
Sgt. Gamer-Lost Vikings
K-Lee-Bomberman '93
Kid-Fan-Lost Vikings
Winner: Lost Vikings/Interplay

Simulation: Sega

Unanimous decision-AH3-Thunderhawk/JVC

Simulation: SNES

Skid-Mech Warrior
Sgt. Gamer-Super Battletank 2
K-Lee-Mech Warrior
Kid Fan-Mech Warrior
Winner: Mech Warrior/Activision

Strategy: Sega

Unanimous decision-Shining Force/Sega

Strategy: SNES

Unanimous decision-King Arthur's World/Jaleco

Action/RPG: Sega

Unanimous decision-Land Stalker/Sega

Action/RPG: SNES

Unanimous decision-Legend of Mana/Square

RPG of The Year: Sega

Unanimous decision-Lunar/Working Designs

RPG of The Year: SNES

Skid-Paladin's Quest
Sgt. Gamer-Paladin's Quest
K-Lee-7th Saga
Kid Fan-Paladin's Quest
Winner: Paladin's Quest/Enix

Driving/Racing: Sega

Skid-Jaguar XJ220
Sgt. Gamer-Formula One
K-Lee-Formula One
Kid Fan-Formula One
Winner: Formula One/Domark

Driving/Racing: SNES

Unanimous decision: Rock 'n Roll Racing/Interplay

Best 2 Player Game: Sega

Skid-Dashin' Desperados
Sgt. Gamer-Dashin' Desperados
K-Lee-Stimpy's Invention
Kid Fan-Dashin' Desperados
Winner: Dashin' Desperados/Data East

Best 2 player game: SNES

Skid-Battletoads
Sgt. Gamer-Zombies
K-Lee-Battletoads
Kid Fan-Battletoads
Winner: Battletoads/Tradewest

Most Innovative New Game: Sega

Skid-Landstalker
Sgt. Gamer-Silpheed
K-Lee-Ranger X
Kid Fan-Landstalker
Winner: Landstalker/Sega

Most Innovative New Game: SNES

Skid-Taz-Mania
Sgt. Gamer-Taz-Mania
K-Lee-Starfox
Kid Fan-Taz-Mania
Winner: Taz-Mania/Sunsoft

Best Music: Sega CD

Skid-Lunar
Sgt. Gamer-Batman Returns
K-Lee-Lunar
Kid Fan-Lunar
Winner: Lunar/Sega/GameArts

Best Music: SNES

Skid-Starfox
Sgt. Gamer-Actraiser 2
K-Lee-Starfox
Kid Fan-Starfox
Winner: Starfox/Nintendo

Best Music: Genesis

Skid-Gunstar Heroes
Sgt. Gamer-Gunstar Heroes
K-Lee-Rocket Knight Adv.
Kid Fan-Landstalker
Winner: Gunstar Heroes/Sega

Best Music: Other

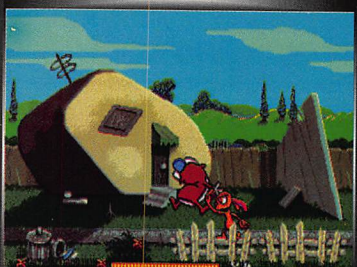
Skid-Sonic CD (Mega CD)
Sgt. Gamer-Crash & Burn 3D0
K-Lee-Dracula X (PC Duo)
Kid Fan-Sonic CD (Mega CD)
Winner: Sonic CD (Mega CD)/SOJ



FINAL FIGHT CD



ALADDIN



STIMPY'S INVENTION



BEAN MACHINE



BATMAN RETURNS



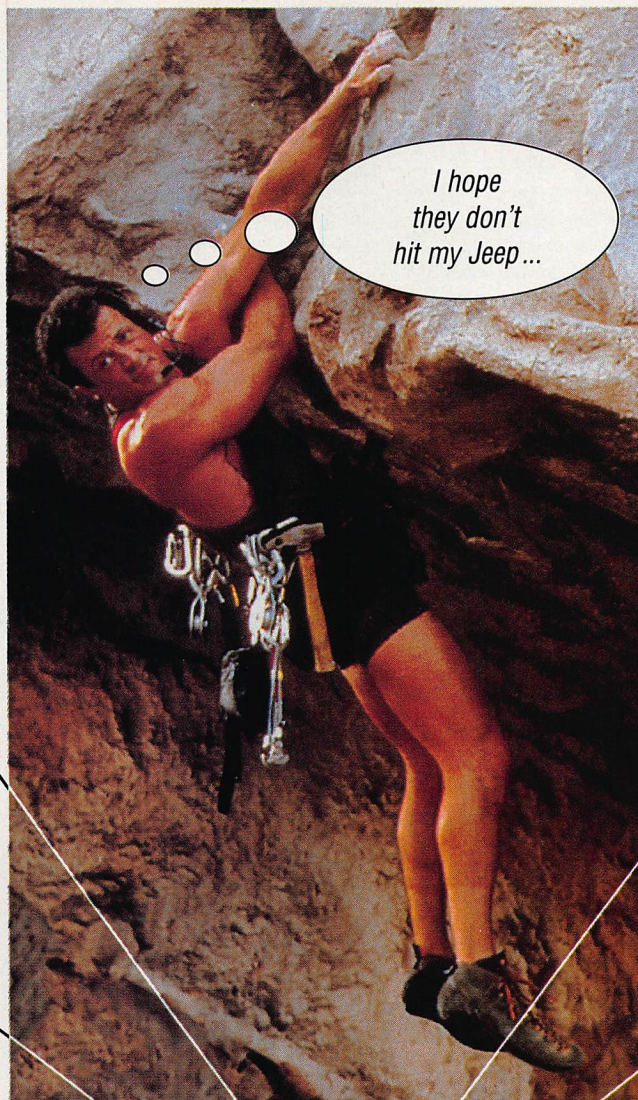
ALIEN³



TAZMANIA



ROCK & ROLL RACING



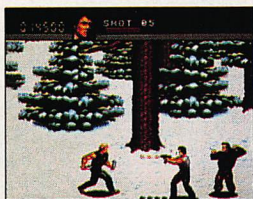
CLIFFHANGER™



(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - Gamepro, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1993



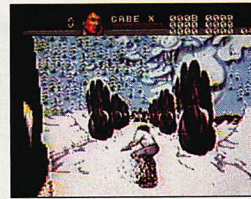
Climb, fight, and shoot your way through 7 ice-kicking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.



Talk about rugged terrain—the mountain is a boss you'll have to defeat as you master wicked rockslides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.



Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin...before he turns you into a blood-flavored slushee.



Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

Available for all Nintendo® and Sega™ systems.

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MEGA AWARDS

cont.

Best New System:

Skid: Atari's Jaguar
Sgt. Gamer-3DO
K-Lee-Atari's Jaguar
Kid Fan-Atari's Jaguar
Winner: The Atari Jaguar

Best System of '93:

Skid-Genesis
Sgt. Gamer-Genesis
K-Lee-SNES
Kid Fan-Genesis
Winner: The Sega Genesis

'93's biggest dissappointments: (2 each)

Skid-Tie-Changing the music in Sonic CD/Amiga's lifeless CD32
Sgt. Gamer-too many Neo Geo fighting games/no Power Drift for Sega CD
K-Lee-Changing the Music in the US Sonic CD & TTI/no SF2 for TurboGrafx
Kid Fan-3DO's gameless launch/No SFX titles

1994 Wish list:

Skid-Lots of Jaguar support/Wonderdog sequel
Sgt. Gamer -No more fighting games. Action games for the Neo Geo, 3DO software (lots)
K-Lee-SF3 Arcade
Kid Fan-V.R. Glasses for the Jaguar

Best Handheld:

Unanimous decision: Game Gear

OVERALL WINNERS

Action/Platform

Action/Adventure

Fighting

Shooter

Action/Arcade

Movie Game

Cartoon Game

Puzzle

Simulation

Strategy

Action/RPG

RPG

Driving

2 Player

Music

Gunstar Heroes/Sega

Alien 3 SNES/Acclaim

Street Fighter 2 SCE/Capcom

Silpheed/Sega

Batman Returns/Konami

Aladdin Sega/Virgin

Stimp's Invention/Sega

Mean Bean Mach./Sega

AH-3 Thunderhawk/JVC

Shining Force/Sega

Landstalker/Sega

Lunar/Working Designs

Crash & Burn/Crystal

Dashin' Desp./Data East

Lunar/Working Designs

BEST NEW CHARACTER

Skid-Bubsy
Sgt. Gamer-Aero
K-Lee-Sparkster
Kid Fan-Bubsy
Winner: Bubsy

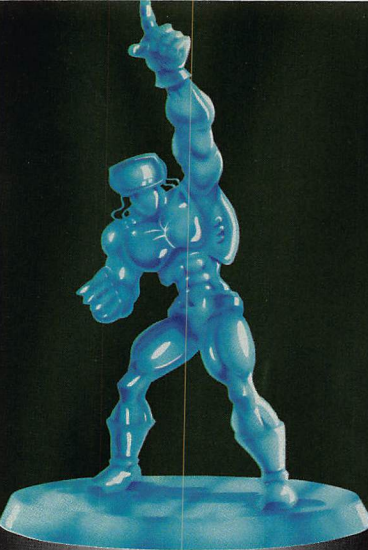
BUBSY



GAME OF THE YEAR

Skid-Gunstar Heroes
Sgt. Gamer-Gunstar Heroes
K-Lee-Starfox
Kid Fan-Landstalker
Winner: Gunstar Heroes

GUNSTAR HEROES



AH-3 THUNDERHAWK



LANDSTALKER



LUNAR



DASHIN' DESPERADOES



MECHWARRIOR



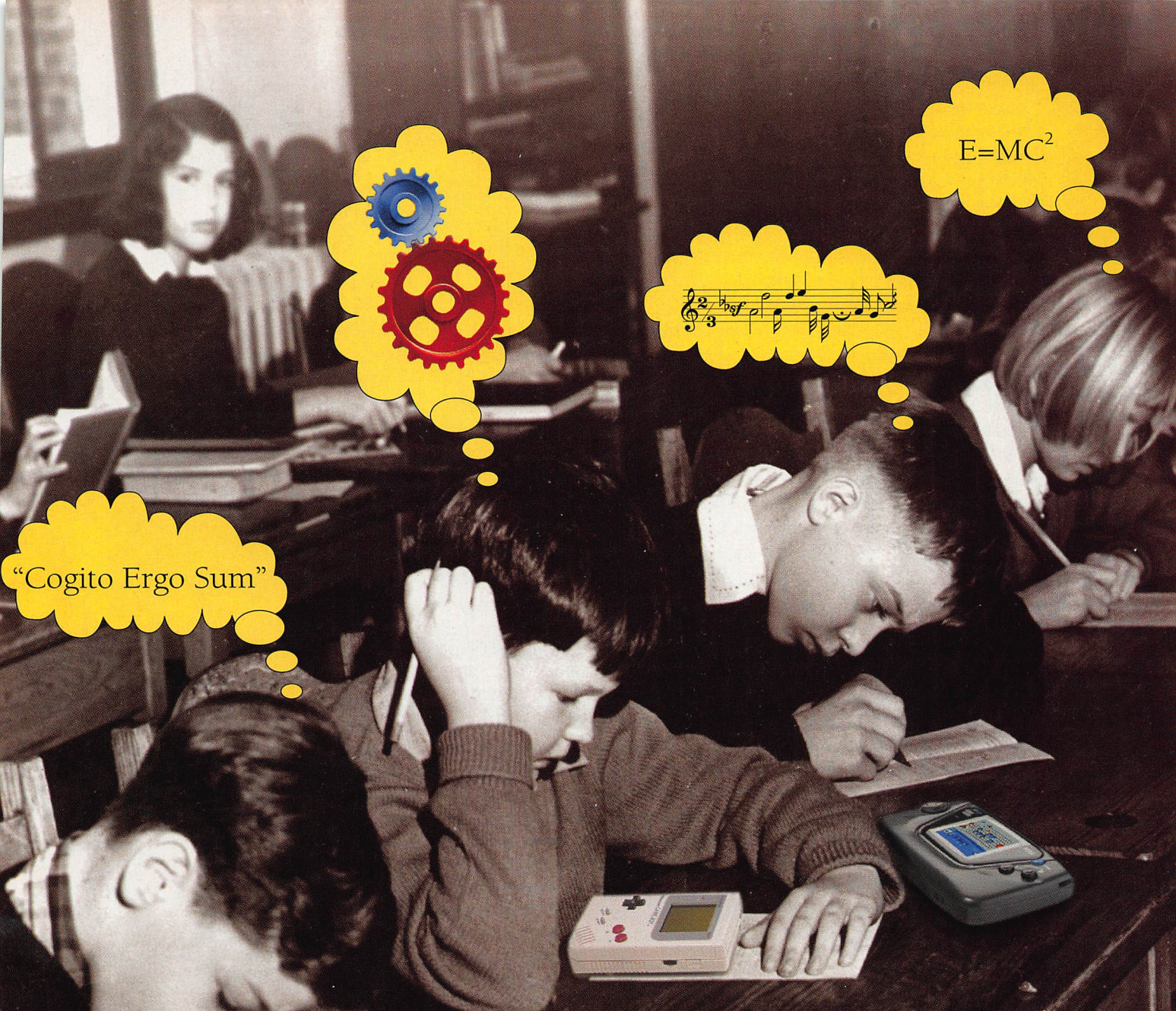
SECRET OF MANA



PALADIN'S QUEST



BATTLETOADS



$E=MC^2$

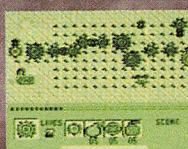


"Cogito Ergo Sum"

INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris™. It takes seconds to learn but a lifetime to master.

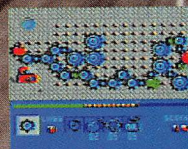
GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.



Solve over a hundred puzzles as you connect gears in a race against time and friction.



Transform twelve wonders of the ancient and modern worlds into smooth ticking time pieces.



Blast pesky grem-lins determined to rust and break off the teeth of your gears.



Use high impact explosives to blow up incorrectly placed gears.



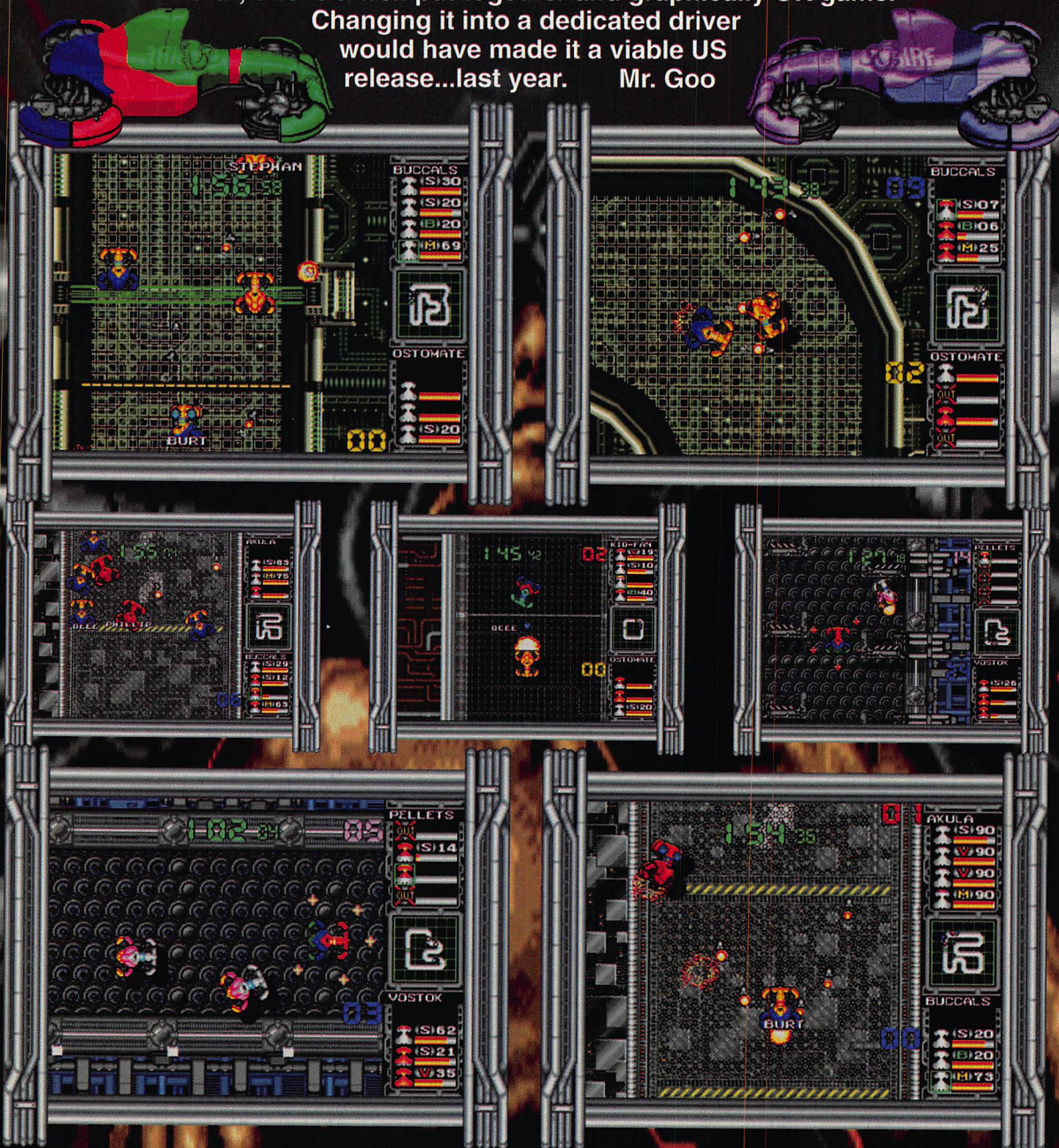
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I originally saw Metal Fang for the first time 2 years ago at the Winter CES. It was slated for release on the Sega CD at that time but slowly disappeared. It has now surfaced in Japan as a 4 meg cartridge. It's a little late, so late in fact that it now pales in comparison to today's more advanced software. Still, it has an interesting premise and a creative design. Metal Fang is a

race of humans who have been reconstructed and are now 100 times more powerful than the average man. As a hobby, these gangs race to the death on a floating track in Cyber City. One day, a regular human (a boy) enters the race and actually wins. Frightened that the spirit of this boy may make the others aware of their human heart and spirit, the commissioner of the races has him killed. The boy is then found by a scientist who, knowing of this injustice, reconstructs the boy as the strongest Metal Fang ever. And now his revenge has begun...wow! Somebody should make this movie! In the game itself, you don't really get to take control. It's more of a strategic battle as you try to take out the enemy Fangs' cars. Other than that, this is a well put together and graphically OK game.

Changing it into a dedicated driver would have made it a viable US release...last year. Mr. Goo

METAL FANGS

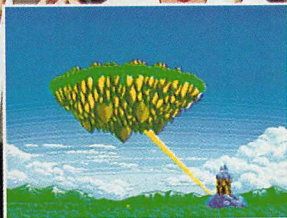


SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

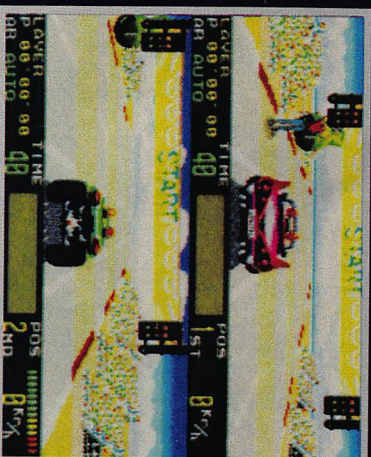
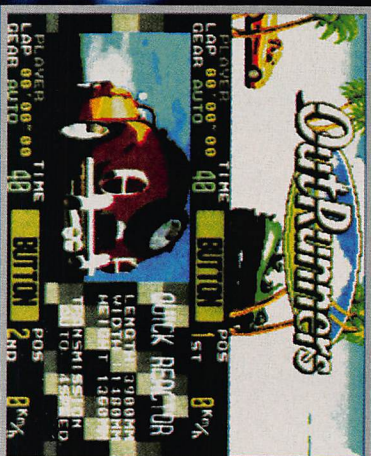
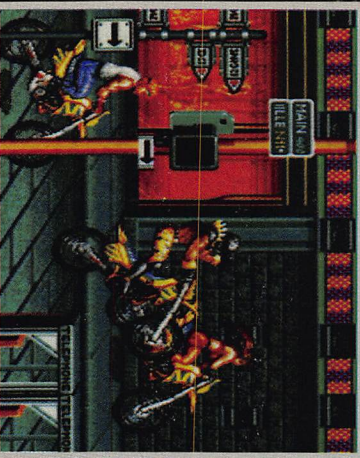
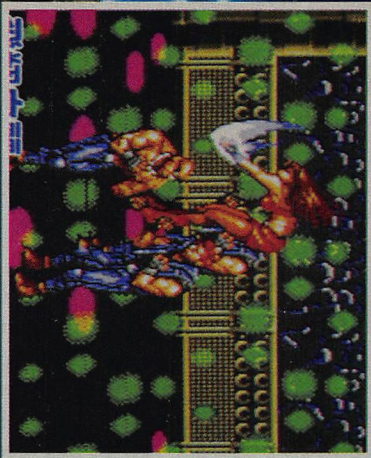
THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



Our games go to 11!

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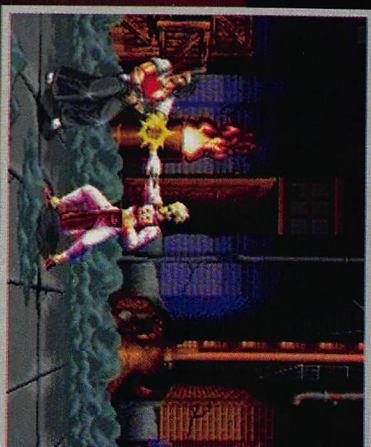


Now these are the kinds of previews that I like! Once again, Sega's got the games for both console and CD. From left to right: We start off with Bare Knuckle 3. This cart weighs in at a hefty 24 meg, leaving Yuzo plenty of room to work his Techno magic on the tuneage. Is that a little Shinobi style Disco action I see in that Blaze shot? From there we move to Pygnosis's Microcosm which looks surprisingly good on the MD-CD and controls the best of any version so far. Next is Phantasy Star Outrunners looks great on the Mega-Drive and will be out this May, that was fast! Rounding out the group is Art of Fighting which is due out 1/14 (so look for it here soon). It doesn't scale in n' out, but it's fast and has perfect control. And finally, it's Lunar 2! The sequel to the biggest selling Mega-CD RPG ever. This one's early so look for it late 94. Good stuff! See you next month after the show.

E. Storm's

MEGA DRIVE

REPORT UPDATE



NOW STALKING A STORE NEAR YOU
BEWARE...

PLAY IT IF YOU DARE



Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.



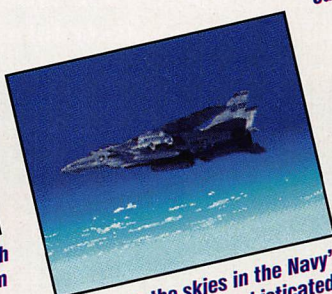
TIME FOR MORTAL



Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!



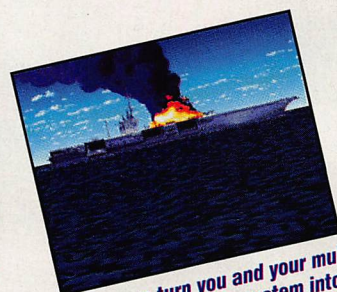
Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



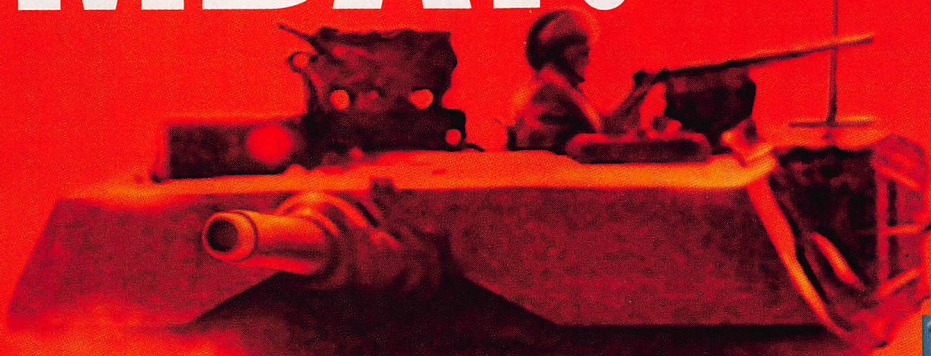
Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like a one who's sat in the cockpit of an M1A2 Abrams battletank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!

SOME REAL COMBAT!



ALL NEW!
16
MEGS
OF POWER!

And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.

 **ABSOLUTE™**

Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!



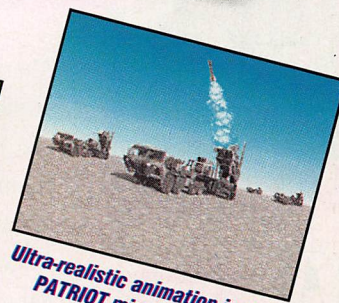
Go topside to take on attackers with the high-speed Phalanx machine gun!



Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!



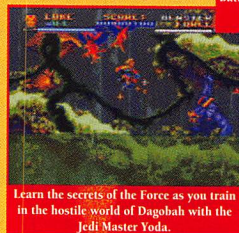
Will You Accept the Challenge of a Jedi Knight?



Teach a gruesome ice beast a few manners as only a Jedi Knight can!



Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

LICENSED BY

Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM



PLANET SNES

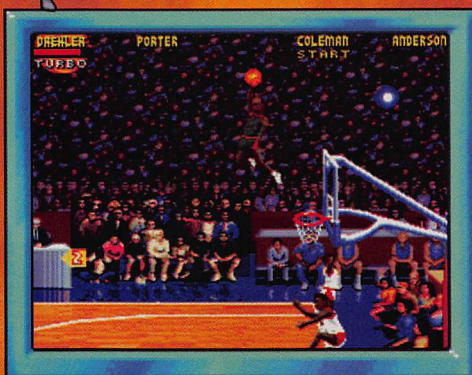


AVAILABLE MARCH • 1-4 PLAYERS • ARCADE • 12MEG • ACCLAIM • SNES

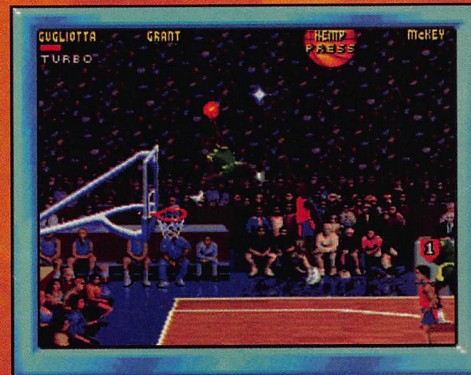


Get that weak crap outta here cuz there ain't no way you bringin' that garbage into my house! Here it comes man, ya see it? Ya want the rock? Can't have it baby cuz I'm goin' cord...FACE!!! Welcome to the ultimate 4 player action, Acclaim's NBA Jam for the SNES.

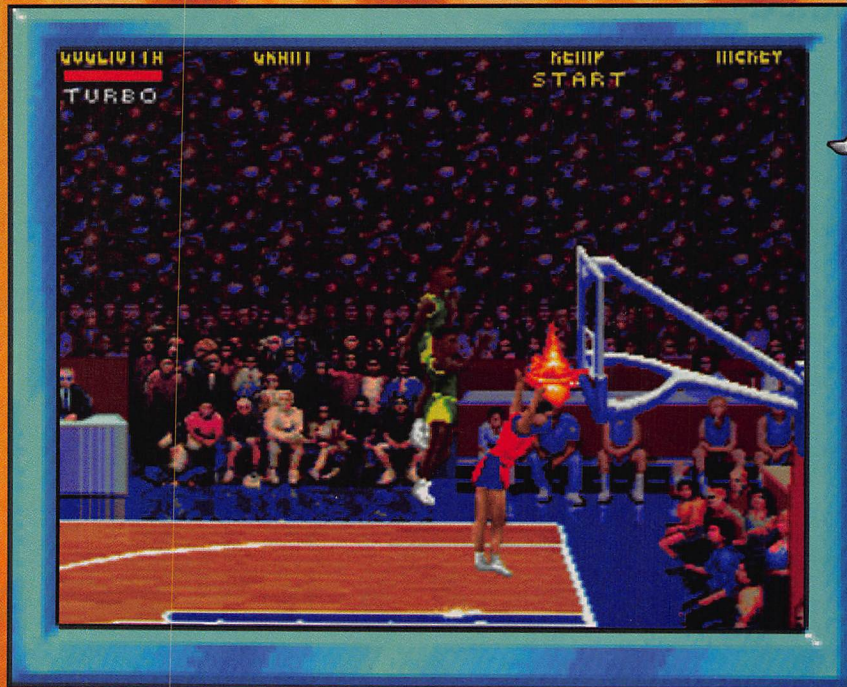
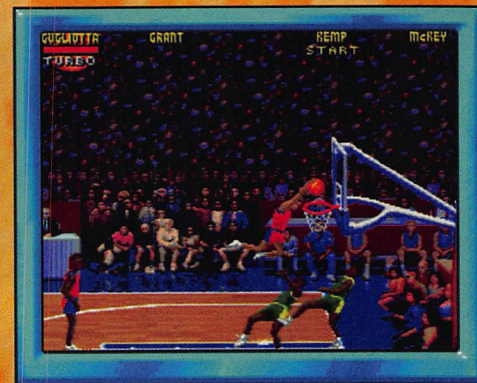
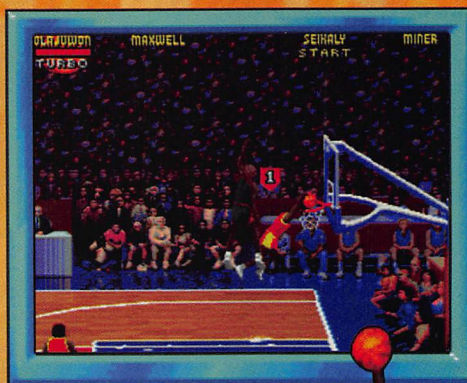
Iguana Entertainment has done a fantastic job of translating the popular arcade game for the home. This SNES version features great color and animation and has all of the moves (dunks) that Williams' arcade machine featured. There is not as much voice in the SNES game but the sound quality on the samples it does contain is excellent. There isn't as much detail on the players (they don't have the big ol' fat heads) but the animation is good enough to convince you that you are playing an excellent home version of NBA Jam. Besides, what makes NBA Jam a great game is not the graphics but the competitive game play. One of our



34 1ST HALF STATS: 22	
 GUGLIOTTA FG'S: 15 3 PTS: 0 POINTS: 30 ASSISTS: 8 STEALS: 19 BLOCKS: 3 REBDS: 0	 KEMP FG'S: 6 3 PTS: 0 POINTS: 12 ASSISTS: 3 STEALS: 5 BLOCKS: 1 REBDS: 0
 GRANT FG'S: 2 3 PTS: 0 POINTS: 4 ASSISTS: 0 STEALS: 6 BLOCKS: 3 REBDS: 0	 McKEY FG'S: 5 3 PTS: 0 POINTS: 10 ASSISTS: 3 STEALS: 4 BLOCKS: 2 REBDS: 0
CPU	CPU

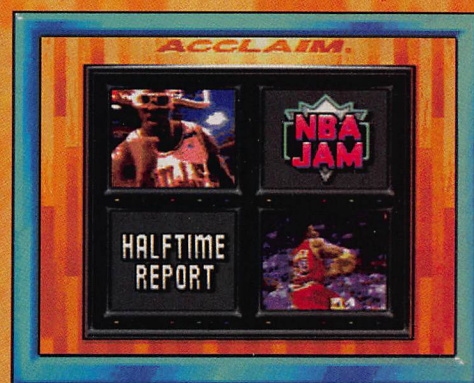


34	1ST HALF STATS:				22
	FG%:	15		FG%:	6
	PTS:	10		PTS:	12
	REB:	3		REB:	4
	AST:	0		AST:	1
	STL:	1		STL:	1
	BLK:	0		BLK:	0
CPU					
	FG%:	2		FG%:	5
	PTS:	0		PTS:	10
	REB:	0		REB:	3
	AST:	0		AST:	4
	STL:	0		STL:	0
	BLK:	0		BLK:	0
CPU					

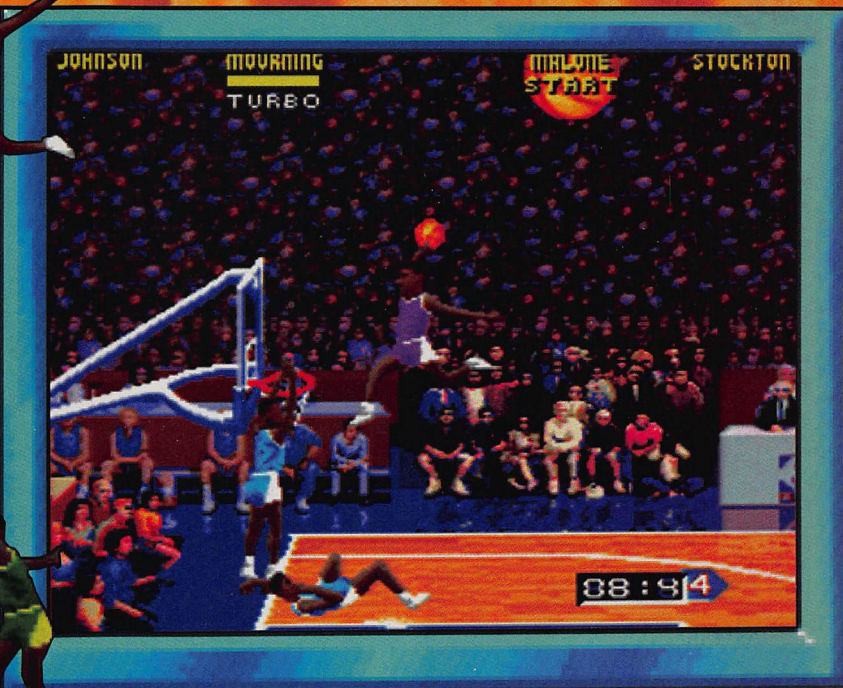
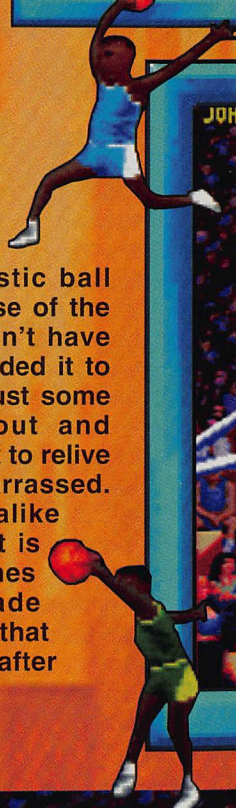


reviewers once referred to this game as the SF2 of sports games. That is a great way of describing this game and, although it's not a "sports" game in the strictest sense of the term, the SF2 comparison really shows. At the heart of what makes NBA Jam great is the feeling you get when you've beaten your opponent to a point on the floor and getting serious air as you ram one on his head before he can send your stuff into the 5th row. In 4 player simultaneous, you'll be exchanging "fives", finger wagging and shouting crap and talkin' trash to the poor sap that you just peppered with flying glass from that backboard that you just brought down and "air" expressed to St. Vinnie's. NBA Jam is also loaded with play features that keep the long term play value high, the most important being that the computer opponent is excellent and always represents a challenge. I think this is where the SF2 comparison is valid. The key to this is





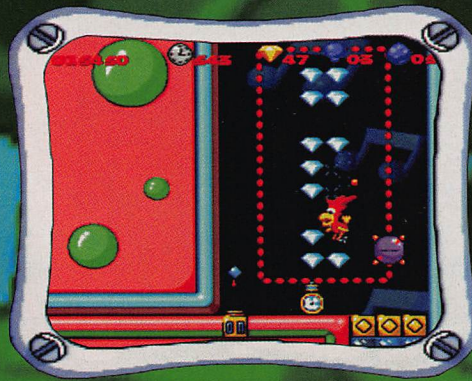
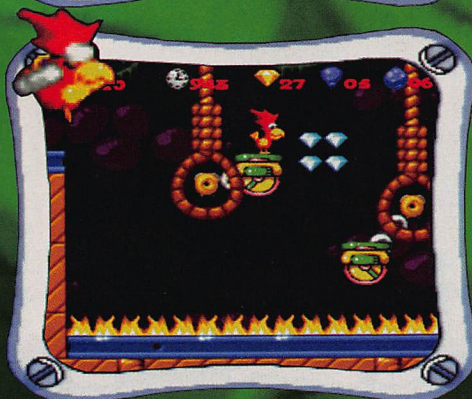
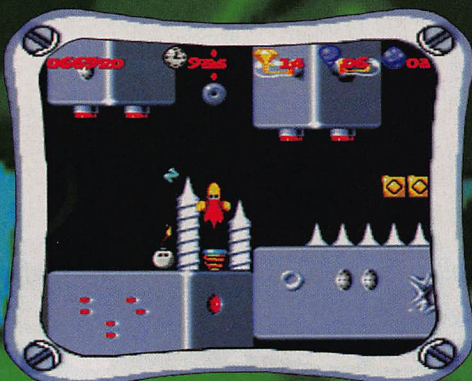
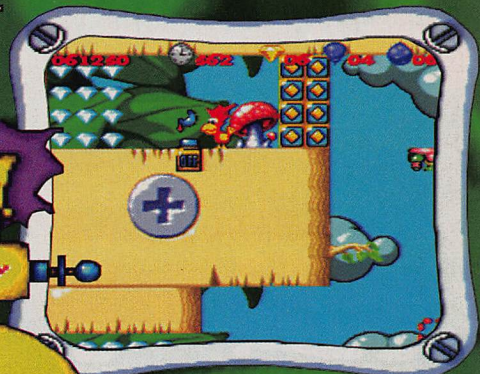
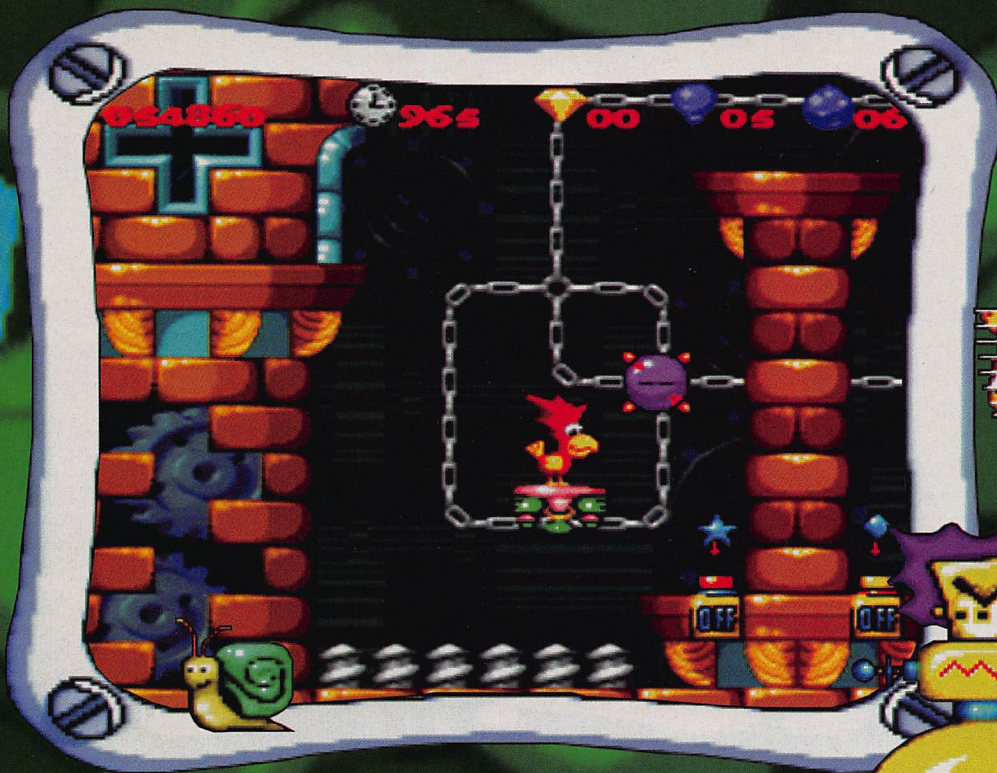
the exchange when your opponent is trying to dunk on you or prevent you from dunking. NBA Jam has the best shot blocking of ANY b'ball game ever made and you never feel like you're out of the play or don't stand a chance of recovering. Best of all, the game has a three dimensional feel, realistic ball physics and you can actually make use of the glass. Although the arcade game didn't have instant replay, I wish that they had added it to the home version because there are just some moments when you've reached out and "touched" someone that you've just got to relive in front of the poor sap you've embarrassed. Arcade fans and basketball freaks alike should rush out and buy NBA Jam, it is one of those rare games that combines the best of sports and action/arcade games and wraps it up in a package that will have you playing the game long after you beat it. Talko



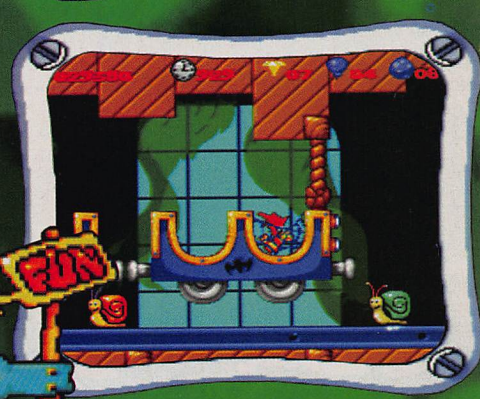
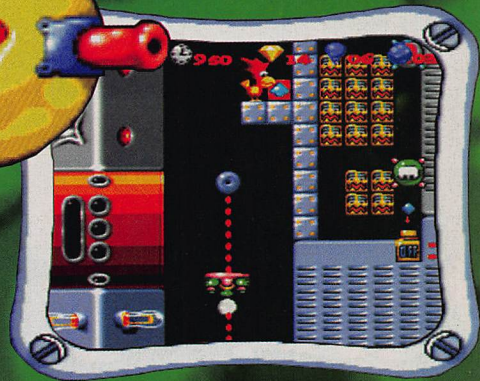
ALFRED CHICKEN

It was bound to happen sooner or later!...Someone made a chicken game! Software Toolworks to be exact. I knew something was up when we received a package from ST with two roasted chickens in it and a video tape. Then just a week later a Fed-Ex pack hatched the game, and here it is, Alfred Chicken. Although Alfred is obviously aimed at a younger audience it is a well programmed and entertaining action/platform game with some unique play mechanics and long challenging levels. In fact, it is hard enough that I would have to recommend it for ages 13 and above. Alfred, a funny little red chicken, must avoid obstacles, drill enemies and find his way out of 6 worlds, each with 4 areas that are packed with vertical and horizontal game play. In this game, like James Pond, the characters are small while the levels are vast, this allows for complicated, obstacle filled levels, providing the player with equal amounts of strategy and platform action. The bad guy in Alfred, similar to our friend Robotnic, is always waiting at levels end with some variation from your last encounter, making him increasingly more difficult to defeat as the game progresses and really





ruffling Alfreds feathers. Ultimately you and Alfred must fry this foe so that you may once again peck in peace, and make room for a sequel of course. Alfred attacks by jumping and then drilling down beak first into his enemies, he also has tad of limited flight, helpful in reaching those high places. The graphics in AC while small are well detailed and very colorful, and the control is finely tuned. The whole game has a tight feel to it and is bug free. Although the music does wear on a bit, it is done well and fits the tone of the action nicely. Software Toolworks and Mindscape have done a fine job in bringing a non-violent fun to play game with a cool new character to the SNES. It's different enough to warrant purchase and hits it mark by staying within the limitations of the system. The Mario set will surely enjoy a little chicken during a holiday filled with turkeys.



FLASHBACK

It was only a matter of time before US Gold released a SNES version of their Genesis mega hit Flashback. For those of you who are unlucky enough to never have played Flashback, you're in for some major fun, as this game features some of the most brilliant animation, cinematic intermissions, and addictive gameplay ever to grace a home console. You control Conrad Hart, a master marksman, who's stumbled upon a secret plot by aliens to conquer the Earth. Your quest begins after a

Slowly, the rays from the regenerator re-implant the memories in Conrad's brain.

passes which measure particular density.

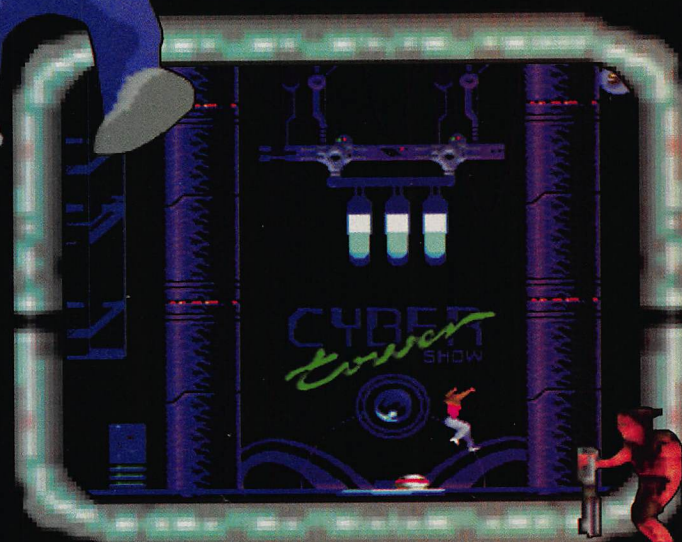
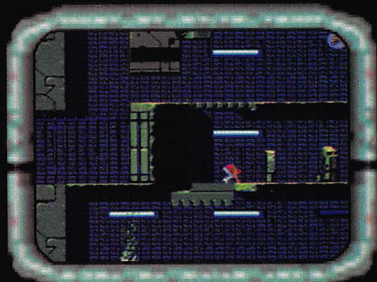
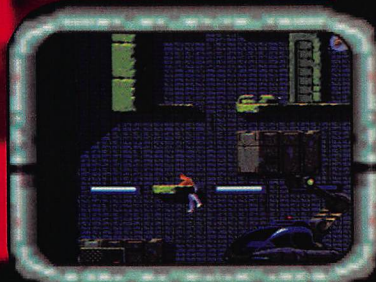
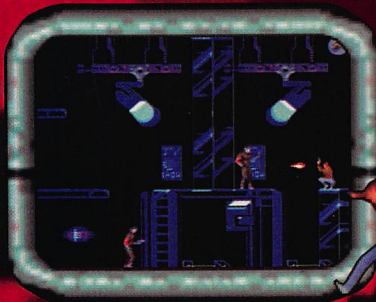
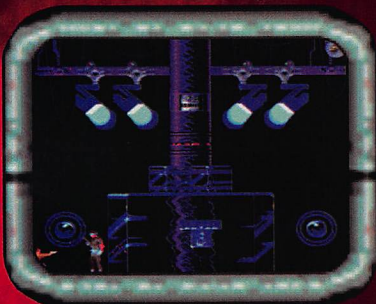
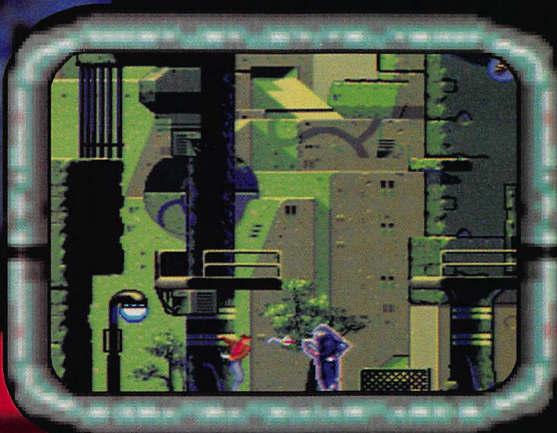
When I save the contents of my memory and send it to Ian.

...have a winner. Allow me to present Conrad.

narrow escape and a crash landing on a densely forested planet. Flashback follows in the tradition of Prince of Persia and Out of This World, only much better. The game is incredibly interactive and accurate. Conrad moves and controls like a real person would with over 2000 frames of animation on his character alone. Each level presents an objective for you to

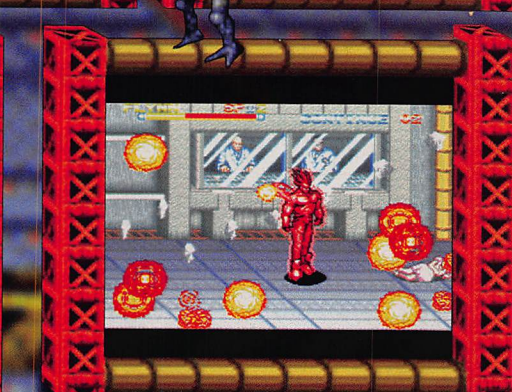
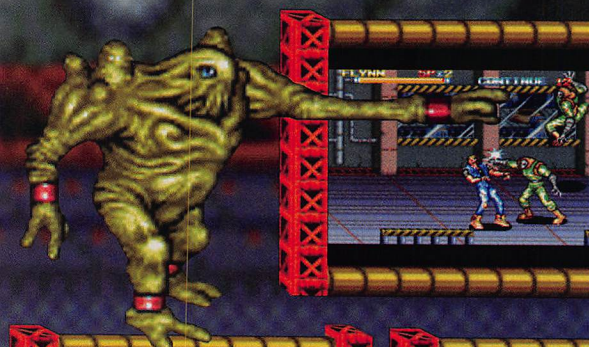
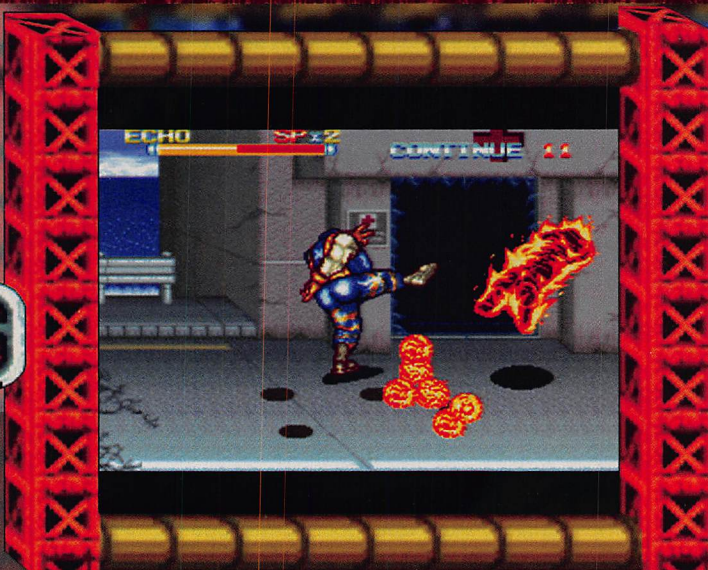
overcome before moving on and you must find necessary objects and items to progress. The graphics are crisp and detailed and have a Blade Runner feel to them, and the music and sound effects add to the atmosphere of the game. Flash Back thankfully has a password feature which is necessary as there's no way to finish this game in even two or three sittings, but you'll try. In fact, this game's so addicting and involved, it's guaranteed to keep you up, bleary eyed, most of the night and early morning trying to beat each level. Flashback was one of the most amazing cartridges for the Genesis and without a doubt is destined to be the same for the Super NES.

-E. Storm



THE PEACE KEEPERS

Jaleco is set to release the third game in their popular Rival Turf series, Peace Keepers, which has the potential to be the best one yet. In the story mode, you can choose between: 1) Prokop-a slow but powerful fighter who is searching for his kidnapped sister, Amy. 2) Flynn-a brave street brawler who is seeking revenge for the death of his long time friend, Harry. 3) Echo-a tough, street smart lady who was parented by Harry after witnessing the murder of her grandfather. Or 4) Al-an expert martial artist who wants to see that justice is served. The DM corporation (specializing in bio-genetic research and world domination) is directly responsible for these injustices, and it is up to you to crumble this over ambitious conglomerate. In the VS. mode, you can play as any of these characters plus 2 others (Norton and Orbot) in one of three wrestling rings. #1 has mines, #2 has electrical pads, and #3 is plain vanilla, complete with weapons and various other items. Play-wise Peace Keepers is reminiscent of Final Fight or Streets of rage, only bigger, and here you have the option of playing up with up to 4 players, using the Multi-Tap. I can't really go much deeper in than that in our pre-view, this is an early version. As soon as we get the done deal I'll round up Storm, Kid-Fan, and Takahara, and we'll see who's the king of these streets. -K.Lee

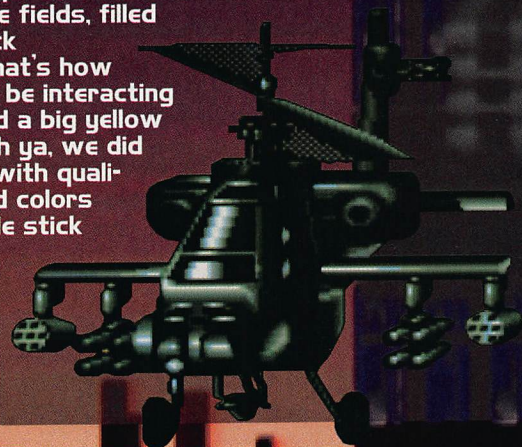


CHOPLIFTER III

RESCUE ★ SURVIVE

Just about every game enthusiast over the age of sixteen has some sort of fond memory of Choplifter. From the old Atari days to the Master System to the Amiga, everyone played it sooner or later. Then again, you could be one of the many who entered the world's greatest past time with the introduction of 16 bit (oh, how lucky you are, those were painfully dull days). Therefore, you are unfamiliar with Choplifter. Well, it's simple really. You fly across hostile military battle fields, filled with air and ground enemies, locate hostages, pick them up and then return to base, that's it. Hey, that's how games used to be...simple. We were so stoked to be interacting with the TV that we probably would have guided a big yellow ball through a maze, eating blue dots and fruit...oh ya, we did that. Anyway, now you can return to Choplifter with quality music & sound effects, realistic artwork, vivid colors and longer more complex levels. Gone are the little stick figures you know as hostages, they have been replaced with small, well animated sprites. In fact, everything in this version is upgraded. So, if you want to take a trip back to the good ol' days with today's graphic and audio improvements, Choplifter is the only game in town.

-Kid Fan



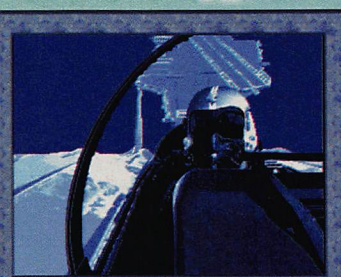
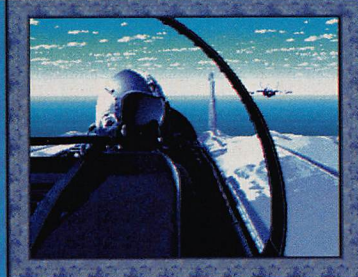
ROBOCOP

VS

THE TERMINATOR

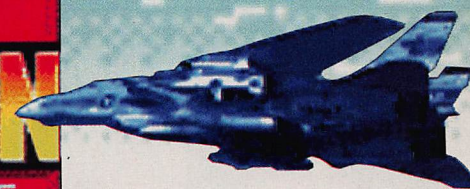
After having a blast with the Genesis version of Robocop vs. Terminator, I figured that, like most Virgin titles, the SNES version would be even better. But hold on, Virgin didn't program this one and it is nowhere near the game the Sega one is. Although the basic layout is the same, this version is less detailed, void of sound effects, has distant, repetitive music and Robo looks like he gained about 20 pounds. Also missing (of course, it's a SNES title) is the goo when you toast an enemy. It's funny, they had to take the female characters (seen in our issue) out of the Sega version but they left in the blood. But here they left in the females and took out the blood! Censorship at its finest! This is tough for me to write because I'm a big fan of Virgin's games but this title just isn't up to par with the rest of their lineup. It's still better than previous SNES versions of Robocop and the first level has some nice features, like characters from the background shooting into the screen at you. But the graphics and sound effects don't support the action. Robocop faithfuls may find enough here to satisfy them but gamers in search of superior graphics and play mechanics will have to play the Genesis version to know the true game. Hey, at least the plastic box is awesome!

-Storm Out

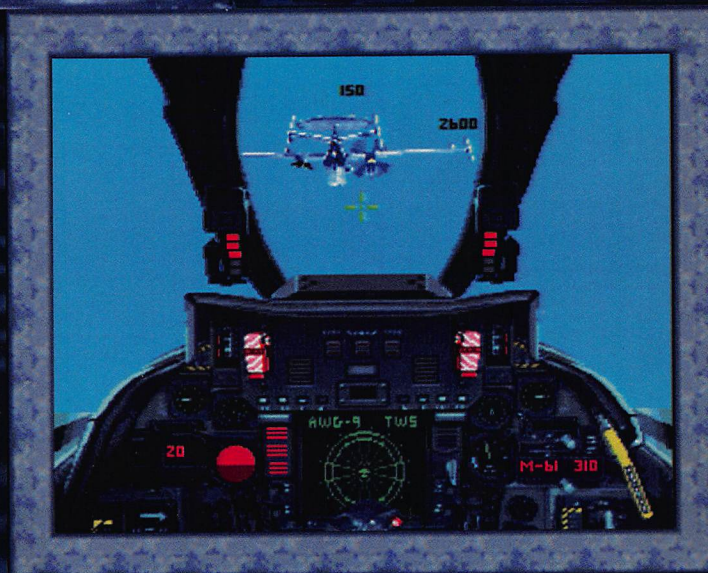


TURN AND BURN

NO-FLY ZONE



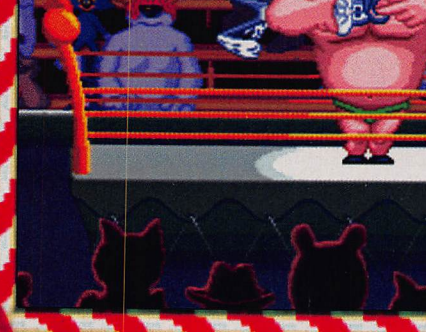
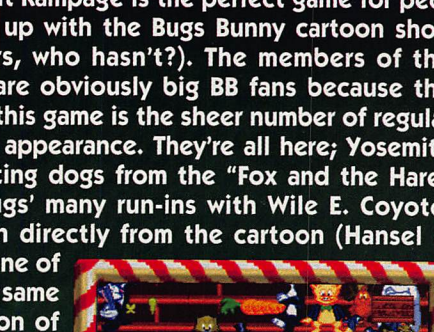
Turn and Burn is Absolute Software's newest combat simulation. In this game, you pilot your F-14 through a series of 16 missions against air and land based targets with the goal of enforcing the President's "No Fly" zone. Although I hesitate to call Turn and Burn a simulation, it does allow for multiple weapon systems, barrel rolls, landings and other flight maneuvers (like mid-air refueling) that are associated with quality flight simulations. T&B, like Super Battle Tank 2, is a first person shooter that has simulation overtones. The graphics are very good, with realistic night flying, takeoffs, multiple viewpoints and digitized close-ups when you send a heat seeker up a bogey's back door (my only complaint is that the terrain is unrealistic in its "rolling carpet" appearance). The designers have also managed to create a realistic sense of flight movement by combining the basic physics of kicking in the afterburners, flying through clouds and an ever-changing horizon. Fans of games like Afterburner, G-Loc and Lock On will find a lot to like about Turn and Burn. Once again, Absolute has been able to achieve an effective blend of action and simulation for the 16-bit market and created a very playable combat game with arcade roots. Talko



BUGS BLUNNY

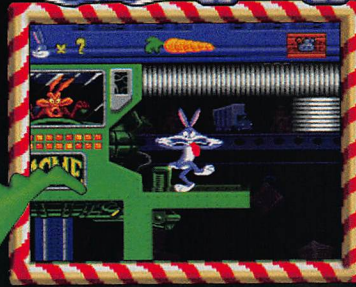
IN RABBIT RAMPAGE

Rabbit Rampage is the perfect game for people that grew up with the Bugs Bunny cartoon show (over the last 20 years, who hasn't?). The members of the development team at Sunsoft are obviously big BB fans because the first thing that makes you take notice of this game is the sheer number of regular and bit characters from the series that make an appearance. They're all here; Yosemite Sam, Marvin, Elmer Fudd, Broom Hilda, the hunting dogs from the "Fox and the Hare" episode, the sheep dog (Sam) from one of Bugs' many run-ins with Wile E. Coyote, among others. The backgrounds are also taken directly from the cartoon (Hansel & Gretel's world from the Broom Hilda episode is one of the best examples) and they are drawn with the same attention to detail that is shown in the selection of these classic BB foes. The character graphics are large, colorful and well animated with particular attention being paid to Bugs and the animation of his many moves (which include pie throwing, spinning, the famous Bugs kick, the use of many Acme products and Bugs' version of the butt attack). Making use of the Acme products is some of the best fun in the game,





especially the bulls-eye where, when you drop it under a bad guy, the classic anvil smash occurs and your enemy is flattened. The music will also make fans take notice as they try to remember which episode a particular song came from. Although, technically, the music could have been better, the song choice is excellent and the tunes really enhance the play value of the game-as do the clear voice samples that have been used in the title. As with Sunsoft's other Looney Tunes games, the control takes some time to get used to and the game is difficult even after you get it wired. But, you won't mind spending time trying to beat Rabbit Rampage because the quality of the license and the attention that the design team has given to those features that make Bugs Bunny a timeless character are more than enough to hold your interest. Rabbit Rampage is a great effort and one of those games that is perfect for those after Christmas blues when you need a long, challenging game to play on a cold winter's day. So, run out and find a copy and bring that "wascilly wabbit" home for the holidays. -Talko





ASCII is getting set to release their first Action/Platform title in the US, *Ardy Lightfoot*. Ardy, first and foremost, features very colorful backgrounds and excellent animation on the main character and his alter ego, who you can use as a weapon or to absorb one hit before Ardy is affected. As Ardy, you can jump or super jump, using your tail as a spring mechanism or, to climb, duck, push, or pull. The quest has you searching for the jewels of the rainbow as you fight a collection of foes above and below ground. In addition to the side scrolling

Action/Platform game play, Ardy's progress through

the game is marked on a 3/4 perspective, diagonally scrolling map that gives this title more of an action/RPG feel than you might expect-looking at the character graphics, which are obviously aimed at a younger crowd. *Ardy Lightfoot* is set for release this winter on the SNES. If you're a big fan of AP's, you'll want to check out Ardy. Talko

ARDY LIGHTFOOT



TOTAL CARNAGE

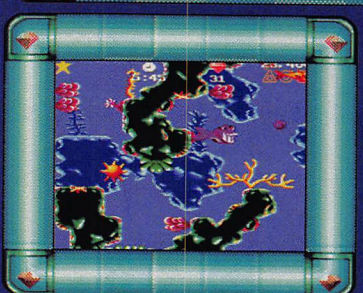
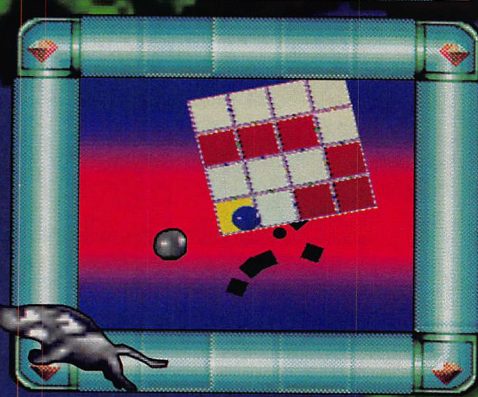
Total Carnage is, as most of you know, the arcade sequel to Smash TV. The original game was brought home to the SNES by Acclaim and it was an excellent translation (but still not an exact translation of the 32bit arcade game). It was tough, but it kept you playing and interested. The sequel, from THQ/Black Pearl, is just as tough to beat in one player mode. It isn't a question of your gaming ability, most will simply not win without a cheat or code. Total Carnage is similar, but not exactly like the arcade version as well. Characters, backgrounds and enemies aren't as detailed and some slowdown and flicker is present. However, with the TM tunes in place and the hilarious between round scenarios, the player still gets the general feeling of the original. Sequels are always measured by a tougher standard than the originals and Total Carnage is no exception. Given the recent advancements on the 16 bit platforms, TC doesn't quite have the impact that it would have had a year ago when Smash TV came out, so this title may be limited to the hardcore coin-op fan only. This repetitive shooter offers little new to a market that is striving for change. -Takahara



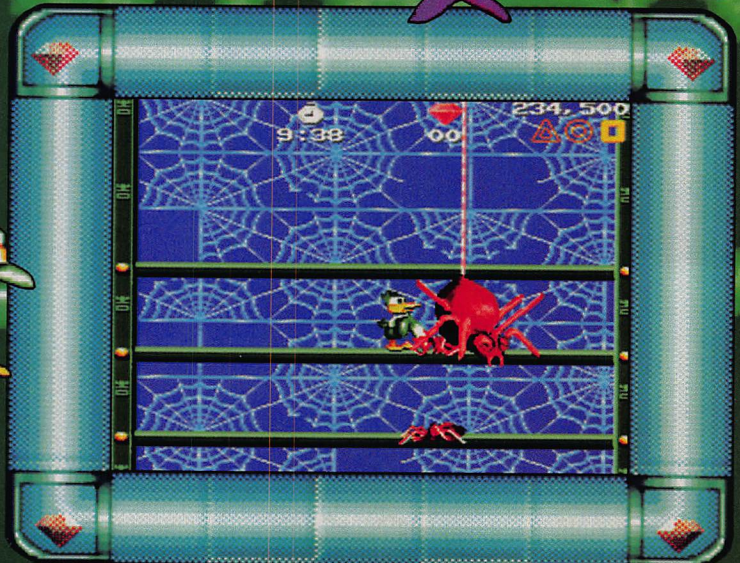
CLAYMATES



Interplay and clay have now become synonymous with not one but two games featuring the animation rage of the nineties, Claymation. This second title, Claymates, features the same quality of high resolution animated characters as Clay Fighter, except this time it's Action/Platform. Get ready to play a barking mouse, a cat, a fish, a beaver, a duck and a little wad of punching clay in a totally involved side-scroll, Action/Platform. The goal here is to rescue your father (the inventor of the clay transformation technique) and to become human once again, as his abductor has turned you in to clay before snatching dad. There are two types of play mechanics in Claymates, the first (although



just an interlude) is puzzles that get increasingly harder as you guide two robots to their weapons and then to the entrance of the level, where they will clear your path. Then, it's on to the actual levels, which are long and often complicated. A lot of exploring is usually required in finding the exit. During each level, you will come across little balls of clay which, when touched, will transform you into one of the Claymates most suitable for the terrain ahead. Touch another of the same color and it will upgrade your offensive power. The graphics in Claymates, although on the cute side, are excellent and the music is great but what stood out the most for me were the bosses, which are totally cool looking clay creations. Claymates also has awesome bonus rounds. At the end of each area you get to jump for one of the letters in "clay". Spell the whole word and it's off to one of two bonus rounds, either a scaling grid or a crazy pinball level-both are most impressive. As far as play mechanics go, there is plenty here to keep it interesting and the challenge and length of the game are both worthy. Claymates is scheduled for an early '94 release and should be a favorite among the Mario set. It has all the ingredients a good Action/Platform needs to succeed and a non-violent premise.



-E. Storm

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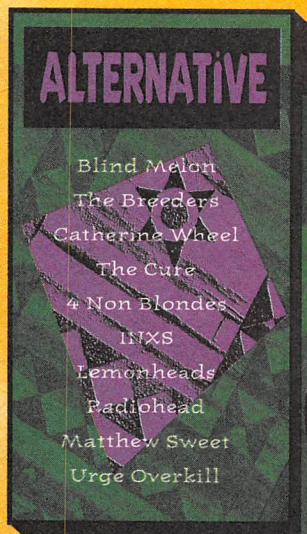
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X-KALIBER

Last month we previewed *Sword Maniac* and wondered if a US version would surface. Surface it has, Activision has picked it up and it is now known as *X-Kaliber 2097*. Although the game itself remains relatively the same, except for the translated speech, they have added a new Techno soundtrack by Psykosonik. So, now you can play it and then dance to it...neato. The action takes place in Neo New York in the year 2097, Letterman obviously isn't on any more and the place has gone to hell. Anyhow, there are no jobs to go to and no parks to walk in. You do what you're told by the evil warlord Raptor. He has unleashed some mutating morphs to keep people in line, what a freak. There's only one guy he's afraid of...Me! the game reviewer! Ha Ha Ha! No, it's Slash, the guy in the game that wields X-Kaliber, a sword more powerful than even Raptors! Besides being your average garden variety side-scroll action cart, X has great back grounds, a lot of neat effects, good color and, if you're into Techno, good music. The character could use some more animation and play mechanics (a slide and some grappling would help) and a little more uniqueness would have been greatly appreciated but, if the basics are enough for you, then you should be quite pleased with the game. Personally, I'm looking for a little more diversity. Beginners will appreciate the "easiest" mode which allows you to coast through most of the game and the rest of your family can do the Funky Chicken while you're playing. So, if that sounds like a good time, there 'ya have it.

Mr. Goo



Solstice II

What could have been one of the best SNES titles of either '92 or '93 will now likely become one of the best for '94. Yes, Equinox (the SF version, Solstice 2 is pictured here) has finally been approved by Nintendo and will become available here very soon. When this title hit the stores in Japan, it sold out almost immediately. We shopped around Japan for over a week, searching everywhere to find this one and then paid through the wazoo to get it, but for you...anything. GF readers must know about such masterpieces so they can clear their calendar accordingly. Equinox is an amazing game, from the music to the isometric viewpoint, to the Mode 7—it is a dramatic, involving experience. What I can't figure out is why the SNES titles of '92 (that's when this title was actually developed) are so much better than what is currently available, because I've maybe played 2 or 3



12このトランクルから、アベックを回収する。

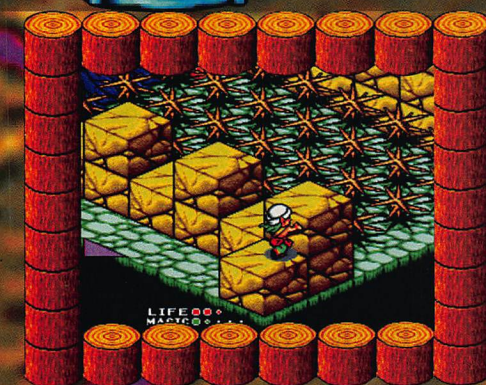
トランクルの奥に、ボンヘッドが隠れている。
はうまをだして、だたからのだ。



SNES games this year that are as good as Equinox. If unlocking mysteries, exploring vast labyrinths and negotiating a huge, Mode 7 outside world, all to the best sound the Sony chip has to offer, sounds like fun, then Equinox should immediately jump into your 1st quarter game plan. We'll have an in-depth review on Equinox as soon as a US release date is set.



E Storm

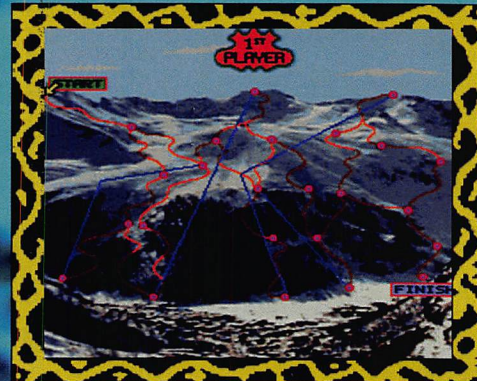




Val d'Isère CHAMPIONSHIP



Do any of you "youth challenged" gamers out there remember when Coleco was going to release a 3D skiing game for the Colecovision? I do...and then the crash of '84 hit and, with it, my virtual skiing dreams vanished. Nintendo created their skiing game for 8-bit and it was fun but the 16-bit market has remained devoid of any downhill challenges (32 soccer games but not one skiing game? Go figure...)...until now. Electrobrain will be releasing Winter Extreme during the first quarter of '94 and, even at this early stage, it is a skier's video game dream. Featuring some of the best and fastest Mode 7 graphics on the SNES, Winter Extreme will allow 1-2 players to compete in timed contests on both skis and snowboard in a series of events, including; Slalom, Giant and Downhill. The attention to graphic detail in the game is remarkable...to the point of including simulated eye fatigue, sun spotting and even a degree of snow blindness. The sound effects give you the feeling of actually careening down the slopes of Aspen! Electrobrain has been nosing around the upper echelon of video game design for the past few months and, with Winter Extreme, it looks like they will finally have the quality hit they've been shooting for. Look for more coverage of this exceptional title as its release date approaches. -Talko



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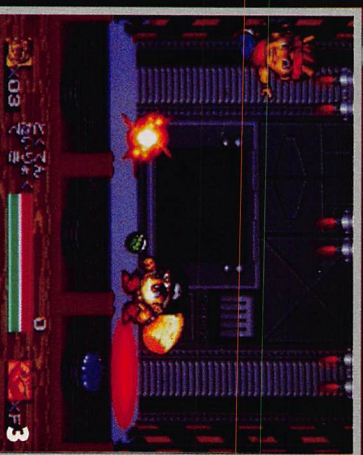
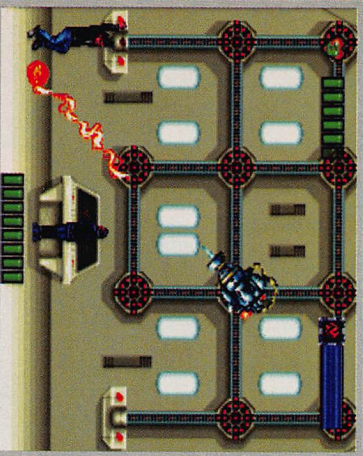
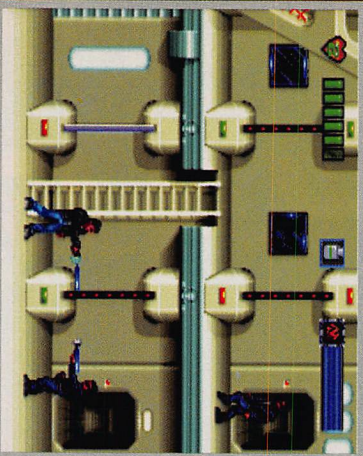
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New and coming soon for the Super NES: From left to right, Time Trax (based on the new TV series) by Malibu for THQ, (look for an in depth next month), Wolfenstein 3D by Imagineer, Hammerin' Harry from Irem, and Joe & Mac 3 from Data-East. These and many more new SNES titles will get a hands on preview at the January Consumer Electronics Show. With a new year comes a new batch of soft's. So look for a lot of surprises next month.

SNES PREVIEWS

Clay Fighter™

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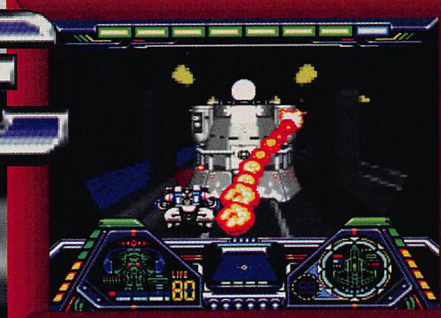
VOTOMS



Imagine scooting along in a futuristic play field, you are a heavily armored robotic warrior but there are four other robots with one thing on their mind (or chipset), your destruction. VOTOMS is based on a well known Japanese cartoon series. You can play against the computer in the scenario mode or take on a friend in the battle royal. Either way, this a fun and very unique game. After about five minutes, you get used to the perspective and then you can just kick back and take aim. As the game progresses, you get stronger and the action gets faster and more intense. In the 2 player mode, you can choose from five robots, each with different abilities and offensive tactics. The play value is there and the graphics, sound and playability will have you returning to VOTOMS, alone or with a friend, often. No word yet on a US release but the CES is just around the corner. We'll keep you posted. -E. Storm

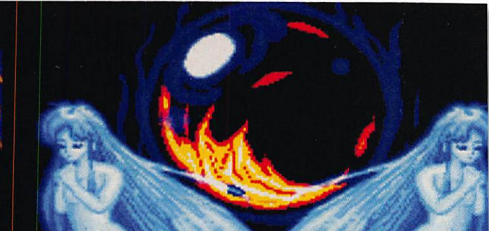


ACCELE BRID



The world's most dangerous race, "Accelbrid", is about to begin. Fearless drivers from all over the world will attend. The prize?...you get to live! New in Japan from Tomy, it's Accelbrid, a first person, 3D shooter that is different from all the others. You pilot the Silver Mare through transparent tubes, deadly caverns, tight tunnels, circular ridges and rotating rooms while battling oncoming air and ground enemies. Your character can transform into a flying vehicle or remain robotic and can both shoot and punch or kick his way to victory. The action is fast and smooth without the use of the DSP. In fact, the surrounding buildings in level one are among the smoothest I have ever seen on the SNES, as is the rotation later in the game. If there is one flaw in the works, it is that the characters could have been drawn better and the first few levels could have been a little easier, the difficulty here is set a tad high. Other than that, this is a strong title that hopefully will make its way to the US sometime in '94. -E. Storm





MASK OF THE SUN

SF • TONKIN • 1 PLR • 8 MEG



The Story...

After a long, exhausting adventure in Esteria, Adol was standing on the White Horn beach recalling memories of those long days gone by. Dark Fact died a descendant of a priest...Fina and Rena from Y's...Adol, recalling, looked at the beach. There was a small bottle that had been swept ashore by the tide. Inside, a letter read "Mighty warrior, please rescue the forest of Serstet". Adol decided to help Serstet and the person who wrote this letter. Now a new adventure is about to begin... The Super Famicom version of Y's, Mask of the Sun has hit the streets in Japan. Tonkin House has released the Y's 4 series for the Super Famicom. Hudson is releasing Y's 4-The Dawn of Y's for the PC Engine SCD on 12/22 and Sega Falcom is releasing another Y's 4 (also The Mask of the Sun) for the Mega-CD early '94. Y's has, for years, been popular on both the PC and home console format in Japan. The last three versions were PC ports but now Mask of the Sun and Dawn of Y's marks the first dedicated to home game consoles. This new installment is exactly like the original Y's, which set new standards in the RPG genre, only with today's better hardware, more color, multi-scrolling and larger sprites have been added. Although I received this game just in time to squeeze it into this issue, I can tell you that this is Y's at its finest. If this game doesn't surface over here in '94, I would be very surprised. As all RPG players know, Y's 3 was a bit of a let down. But don't let that sway you when and if this game is released over here. If you are a skilled RPG player, in fact, you may want to brave the SF version. After the first 10 minutes, it's mostly action and the towns and shops are set up exactly like they were in the original PC Engine version of Y's. We'll be looking for Y's at the upcoming CES, so look for more on Y's next issue.

Special K





"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"

—Electronic Gaming Monthly

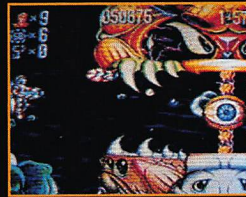


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—Die Hard Game Fan

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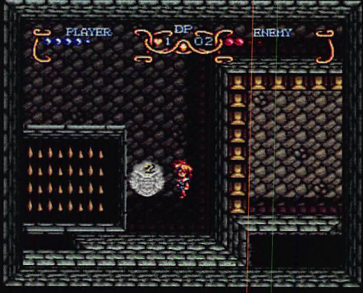
Illusion of Gîa



Tem, a boy who lives in Southcape, spends a great deal of time with his friends and, is currently very worried about his missing father. Tem is a normal boy except for one thing, he has powerful ESP and can move statues, guess cards that are facing down etc.... One day, the village King tells Tem to go to the castle with the "Crystal Ring" which was Tem's fathers. Tem thought the king may know of his fathers whereabouts, so off Tem went. And then.....

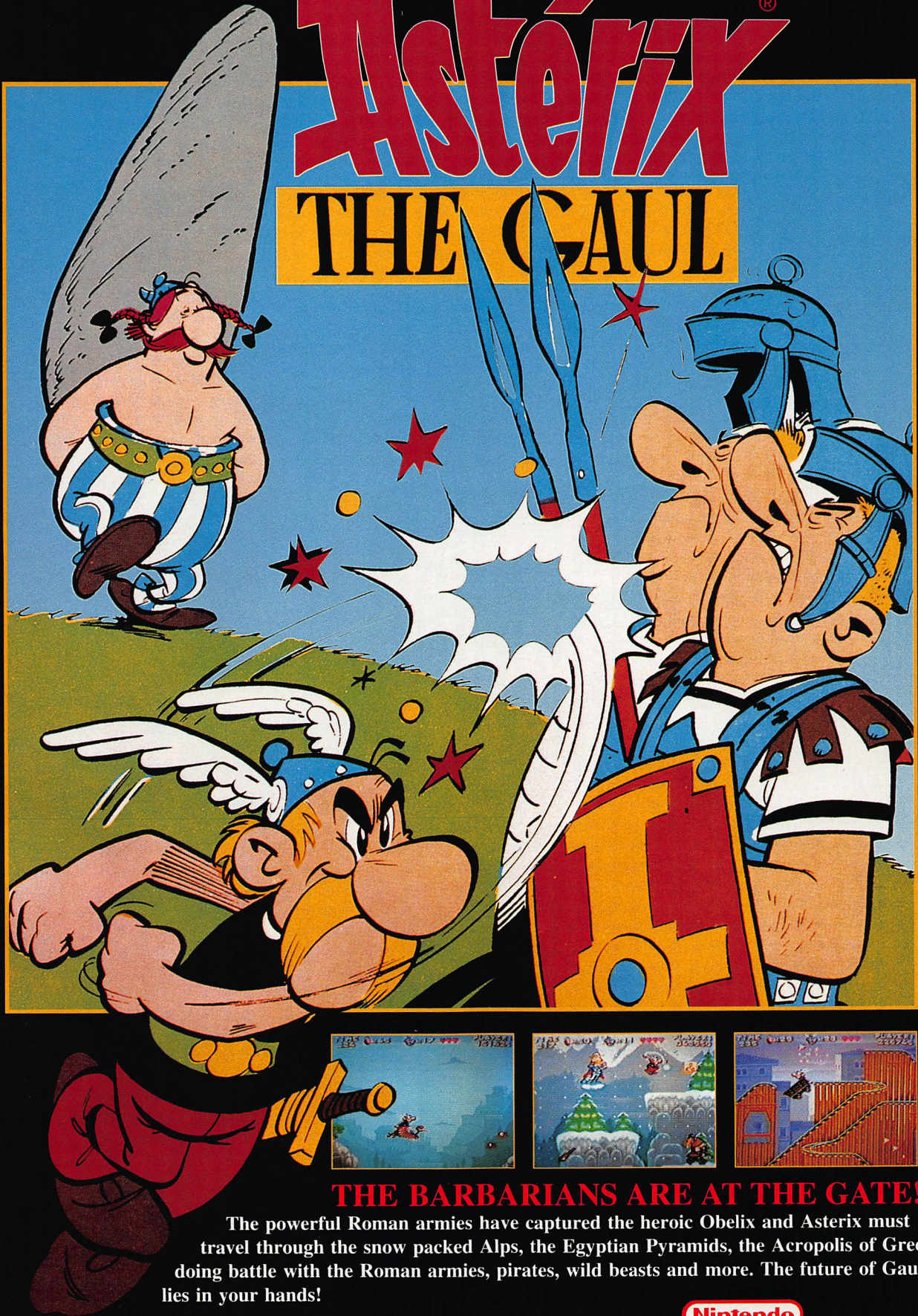
The backgrounds in Gîa are from actual present day ruins here on Earth, but the Earth in this game is not the Earth of the present. The time is set in a different dimension. There are Incas, Phoenix, Pyramids, etc... The Legend of Gîa has a great story and there are alot of great action sequences and mysterious locations that will have you searching and wondering for hours. You definitely will have days and days of fun. This game unfolds like a great movie. Watch out Link. Action RPG of the year, 1993!.. In Japan that is.

-Special K.



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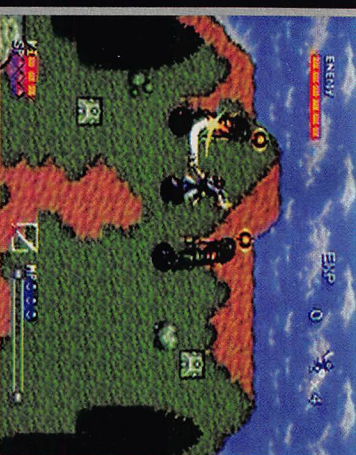
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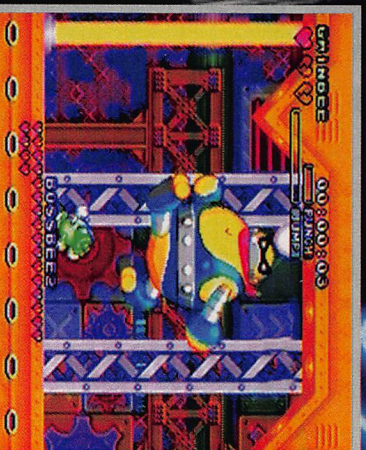
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December is going to be a good month for our friends in Japan! It looks like they'll be getting at least three titles that we may never see. Pictured here are from left to right: Konami's Goemon 2 (Legend of the Mystical Ninja 2), Alcaheist, a new overhead action/RPG which we showed you here first last month, and Twin Bee, another great looking new Konami title. All three of these games look incredible. Our assistant Japanese correspondent, Yagi, sent us a video just before closing and we were quite impressed. Twin Bee looked especially good with great play mechanics and fluid animation. The fourth game pictured here is Brain Lord from Enix. This awesome overhead action/RPG should come out here, following The Legend of Gai which will become available around March. The best news is that we will have multi-page previews on all four in the February issue. See you then!

E. Storm's

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MONTHLY UPDATE

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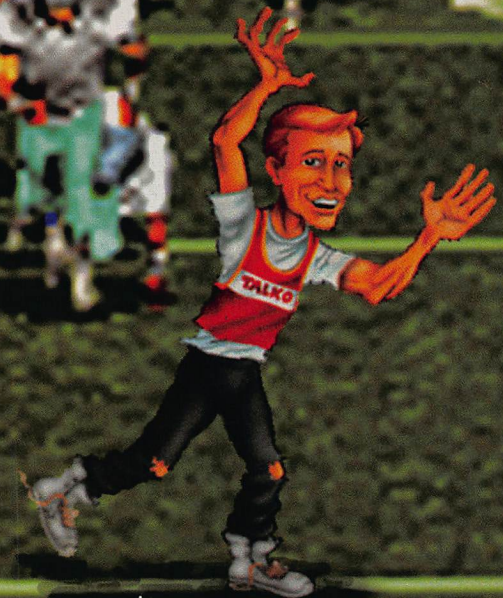
32-BIT FOOTBALL HAS ARRIVED...

INSIDE: TALKO'S EXCLUSIVE HANDS-ON PREVIEW OF MADDEN 3DO, THE FUTURE OF VIDEO FOOTBALL...

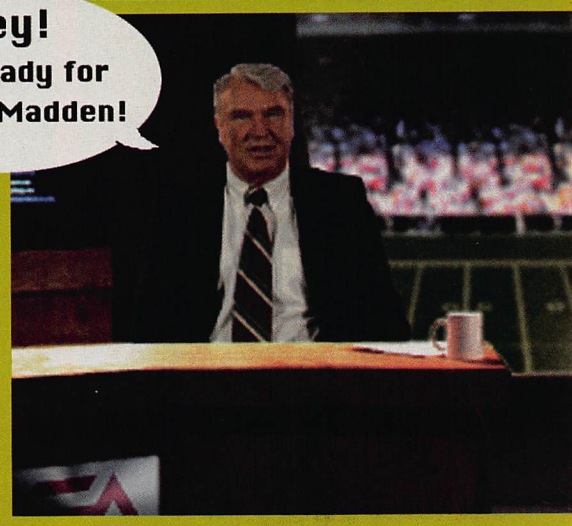
ALSO INSIDE:

**STANLEY CUP HOCKEY
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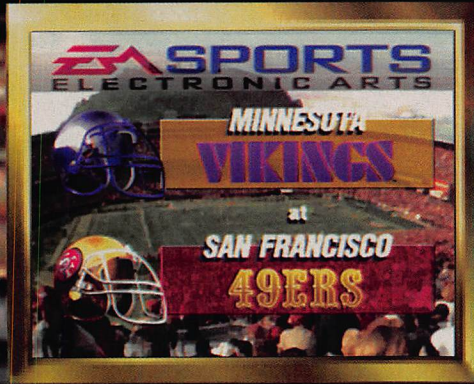
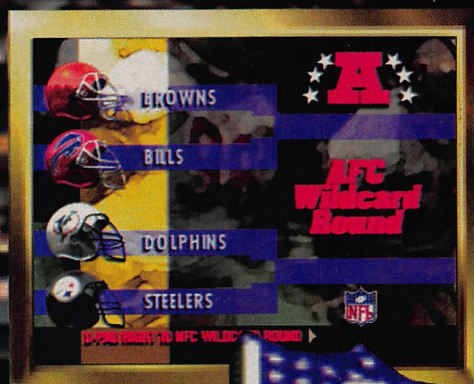


Hey!
Get ready for
32-bit Madden!



TALKO TALK

Many of you will be reading this column right around the holidays and, in the journalistic tradition of reflecting back on what was and what could have been, I have prepared a few thoughts on the year of 1993 in the sports industry and sports gaming. I think that the theme of '93 in the sports world would be that "change is constant". Baseball immediately saw the effects of expansion and unrestricted free agency at the box office. Attendance is down and the teams that are not supported by major TV market dollars need help. Clubs like San Diego and Oakland tried (in vain it seems, Oakland has barely been able to reduce their overall payroll despite losing Lansford, Canseco, Stewart and Henderson) to cut their operations back to the nub...a fact that was not lost on their season ticket holders and the casual fan. Football is in the throes of fighting fan apathy created by parity, the new, expanded playoff format and multiple schedule "bye's" and basketball has the big money problems that we described last month, along with the loss of Jordan, Bird and Magic. It seems that hockey, of the four majors, is the only game on the upward spiral, both with the fans and the marketing folks at "Micky D's", shoe companies, etc.. All is not bad news, however, we did enjoy one of the best World Series' in recent memory, with the first repeat winner in over a decade and the Bulls became the first NBA team to win three titles in a row since they stopped playing in "Chuck's". In addition, the NHL gave us the "Great One" and his Kings making their exciting run to the Stanley Cup finals and Greg Norman finally started to fill those large spikes left by the Golden Bear. On the video game side of life, it was football, football, football as no less than 12 football titles have been released for Genesis and SNES this fall alone! Quantity wasn't the only impressive aspect of these gridiron games, as the quality, across the board, set a new standard in sports titles for our industry. And, what about '94? If my crystal ball is accurate, it looks like '94 will be the year for basketball and baseball titles, with all of the major players set to release at least one of each! Look for huge advances in technology and for 3DO and Jaguar to make a BIG splash in sports gaming...virtual football and baseball, I can hardly wait!

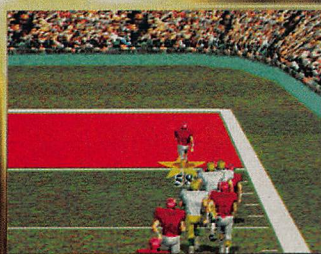
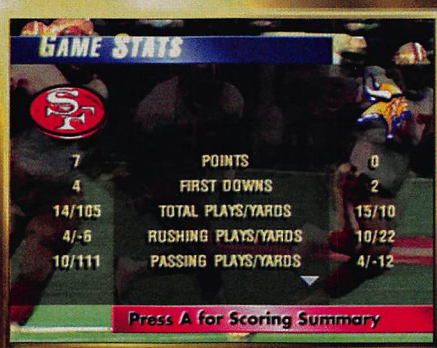


John Madden and EA Sports would like to welcome you to a new world-the premiere of John Madden Football for 3DO. Thanks to the good folks at EA Sports, we are able to bring you the first exclusive hands-on look at what really is the first complete 32-bit, next generation, multimedia (pick the oxymoron of your choice) sports game for a new generation of game players. It is not an overstatement to say that I have been waiting my entire video game life to reach this level of "reality". With Madden 3DO, we stand at the threshold of a complete transformation of the way we look at and play our games. I received the game a couple of days ago (after begging, pleading, cajoling, crying and, finally, sweating profusely waiting for the game to arrive in our offices) and have not stopped playing it. This version of the game is what EA Sports refers to as "post-alpha". It is not at the final, "tweaking" stage but almost all of the game play elements are in the game, with the exception of some voice and a little animation. We promised EA Sports that this would not be a hard line review but I have to talk about some of the details of this game. It is not an exaggeration to describe Madden 3DO as broadcast quality. The virtual 3D world and the establishing (studio) graphics are beyond compare-you have never had control over this level of graphic quality before. But what is per-



haps the most impressive feature of Madden 3DO is the artificial intelligence (AI) of the computer opponent and your teammates. Dedicated players of 16-bit football games will know what I mean when they see how, when cutting toward the middle of the field, one of your blockers will see and search out a pursuing defender and attempt to lay him out-setting you free to race toward the goal line. The improved AI is further demonstrated by the aggressiveness of the computer controlled offense. These guys want to win...badly! It will take all of your Madden skills to make it through the 6 team (reflecting the new expanded NFL playoff schedule) playoffs and into the Super Bowl. Although this isn't the finished version of the game, I

am so impressed and so thoroughly enjoy this title that I can already tell you that, if you were waiting to see how the 3DO software was shaping up before buying one, wait no longer. If Madden 3DO doesn't convince you of the power of 32-bit and 3DO, nothing will. Playing Madden 3DO versus other sports simulations is like playing Virtua Racing and then playing Pong! We will run a follow-up article on Madden 3DO when it is released (EA's current schedule calls for it to be released the first or second week of January)...see you then! - Talko



NHL HOCKEY



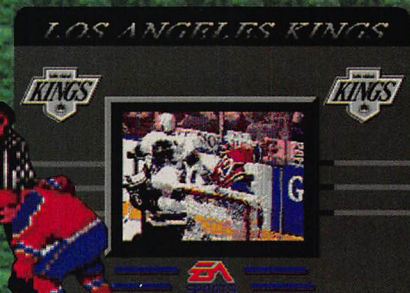
'94

EA Sports has done the impossible; taken NHL Hockey '94 and improved

upon what is arguably the best sports simulation of the year. The product of this dedication is NHL Hockey for the Sega CD. As you will see in the GameFan Sports Achievement Awards, we have not failed to recognize the significance of this title. EA Sports has taken the basic NHL program and added everything that CD has to offer. Although most of these improvements do not directly effect game play, they work together with NHL's

award winning design to create a sense of playing in a "live" arena and of being involved in a television broadcast of an NHL game. From the opening sequence to the motion video player cards and Ron Barr's analysis of every team and its players, this game is on the cutting edge of Sega CD quality. It's funny-at a time when most people in the industry are debating the continued viability of the Sega CD system, EA

Sports quietly throws their hat in the ring and, in the process, helps to revitalize the system and establishes new quality standards for Sega CD software. If you are a sports gamer who does not yet own the Sega CD, it is going to be very difficult for you to resist the temptation now. With NHL CD, EA Sports has hit the bulls-eye and helped to clearly define the "Next Level" on Sega CD. - Dr. E



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- SEGA GENESIS*

*1 or 2 players



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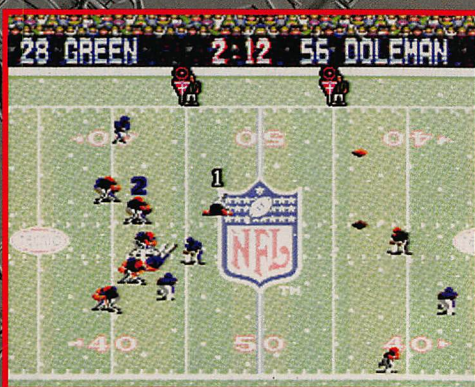
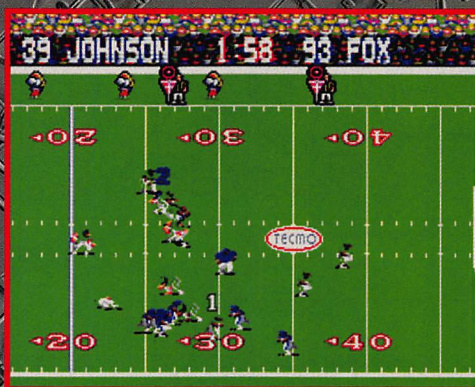
GENESIS™

Coach's Corner

Tecmo Super Bowl on the SNES just recently found its way to retailer shelves. Since we have been playing this game over the past couple of months and you sports nuts out there are just finding out what a great game it is, we thought we might help you toward your goal of league domination with this strategy guide..First of



is the only way to truly appreciate the beauty of the player management aspect of this game. Secondly, as you progress through the seasons, watch your players' status...their health is one of the keys to making the playoffs, Super Bowl and the possibility of "three-peating". For example, Steve Young is a great running quarterback but, if you use him too often, he starts to feel the wear and tear of the punishment. Losing Young for a few weeks could be the end of your season. Another key strategy is in the management of your playbook. Don't treat the playbook as some static piece of information but use it during the game to react to the defensive sets that the computer is using. If you're having trouble throwing deep against Atlanta, mix it up by including a Flea-Flicker among your 8 active play choices. Although the game play is strictly arcade style, the choices behind the game play are pure simulation. Another feature that Tecmo Super Bowl has that some other games have ignored is the need to make use of the entire field in play calling. If the ball is placed on the right hash mark, for example, you have more options if you move the ball to the left side of the field. Calling a screen pass is a perfect solution to first down situations and it lends itself to moving toward the wide side of the field. Finally, use an effective combination and balance of running plays vs. passing plays. This will keep the computer off balance and you will find that your receivers' lanes start to open up. - Talko



THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE®

THIRST QUENCHER

WHAT A WONDERFUL PLAY!

▲ Frank Gifford calls every down.

GO-02

2:12

1P-POWER >
2P-POWER >

▲ Power Play Mode zooms in tight on all the action.

SAN FRAN. 4:17 BUFFALO

1P-OFFENSE 0 0 2P-DEFENSE

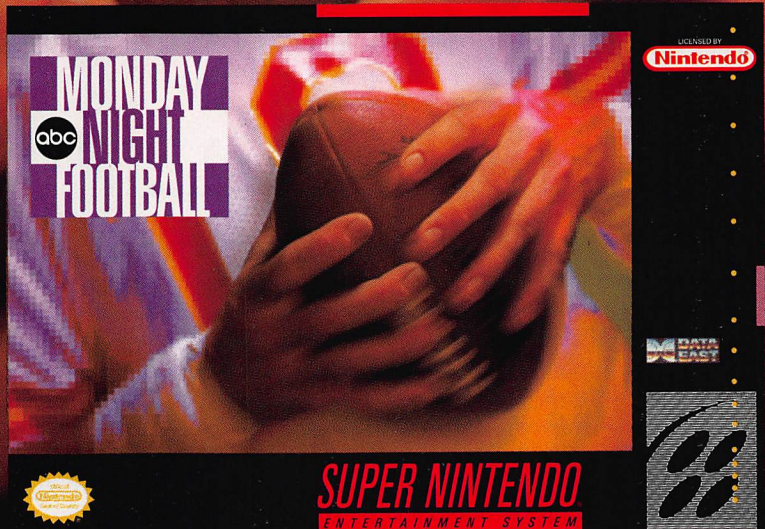
2 QTR 3 DOWN 15 BALL ON 41

▲ Run a variety of offensive and defensive plays.

FD-13

4:30

▲ Try not to fumble as you plow down a mud-slicked or ice-packed field.



SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pro-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.



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Instant Replay
Game Stats
Announcer - On
Sound - Stereo
Goalie - In Net
Edit Lines
Quit Game



EDIT LINES- St. Louis

LINE 1

#	Player	POS	HAND	SKATING	SHOT
2	C. GILES	LD	L	58	62
4	R. ZOMBO	RD	R	56	62
5	G. BUTCHER	RD	R	67	74
6	D. CROSSMAN	LD	L	66	72
7	N. EMERSON	C	R	92	78

BRETT HULL HOCKEY



ROSTER-Pittsburgh

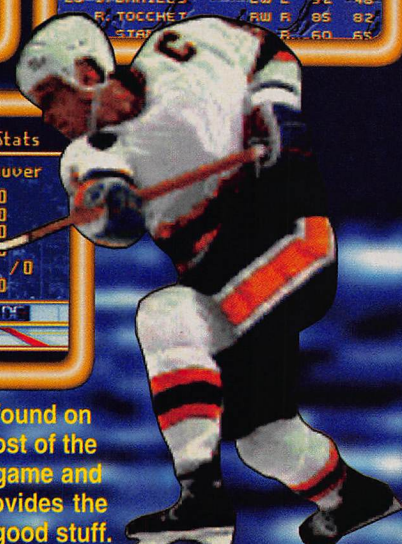
#	Player	POS	HAND	SKATING	SHOT
2	J. PAREK	LD	L	58	50
3	G. JENNINGS	LD	L	54	48
5	U. SAMUELSSON	LD	L	55	80
6	M. FAMESE	LD	L	62	65
7	J. MULLEN	LD	L	72	81
10	R. FRANCIS	C	L	79	75
15	S. MCCREATHEN	C	L	68	70
16	J. CAUFIELD	LW	R	46	49
20	J. DANIELS	LW	L	52	48
	R. TOCCHET	RD	R	85	82
	STAT			60	55

1 Player - Home
Exhibition Game
Home - St. Louis
Away - Vancouver
Edit Team
Period Length 5 min.
Options



EASTON Game Stats

St. Louis	Vancouver
0	0
0	0
0	0
0	0
0 / 0	0 / 0
0	0



Brett Hull Hockey has some great features. Skating is a joy with some of the best Mode 7 to be found on the SNES, the player animation is excellent and you never get that 3 frame feel that is present in most of the Mode 7 games. Puck movement is also good with a camera that smoothly follows the flow of the game and players that react quickly to your input. Al Michaels, as he did in Hardball III on the Genesis, provides the play-by-play and his voice samples are clean and add to the gaming experience...so much for the good stuff. The major problem with Brett Hull is that it lacks the game play and intelligence of NHL Hockey or Stanley Cup and the lack of battery back-up (there is a password-84 game season save feature) for statistical tracking. Hockey fans will give Brett Hull a try because of its "on the ice" perspective and great graphics and sound but, ultimately, they will go back to the game play and both of the previously mentioned titles are superior in that regard. I keep waiting for Accolade to break out of its shell on 16-bit. Their PC games are among my favorites but they seem to have a hard time bringing them to SNES and Genesis with a uniform degree

of success. Technology-wise, I think Accolade does things that many other developers only dream about; clear, precise play-by-play, excellent 3D technology (wait until you see Unnecessary Roughness!) and they have access to tremendous licensing power. But, the difference between a good game with great technology and a great game lies in the subtle play mechanics and long-term play value of a title. In the end, Brett Hull Hockey is THIS close to being a classic...close but no cigar. The good news is that Accolade seems to be making an honest effort toward making the best sports games on the market and their future releases, building on what they've accomplished with HB3 and Brett Hull, should just keep getting better. - Talko



St. Louis Vancouver

St. Louis	Vancouver
SKATING	SKATING
SHOOTING	SHOOTING
STRENGTH	STRENGTH
STICK HANDLING	STICK HANDLING
DEFENSIVE PLAY	DEFENSIVE PLAY
AGGRESSIVENESS	AGGRESSIVENESS

Brett Hull has the skill and power to strike fear into all goaltenders. Curtis Joseph is still in net!

COACH TEAM

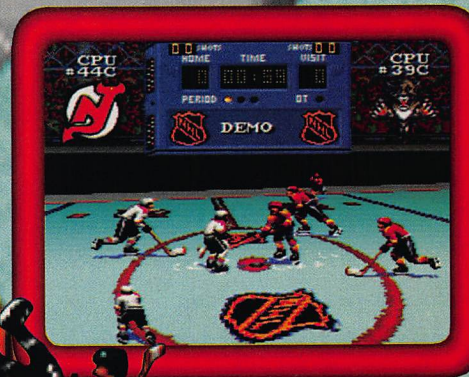
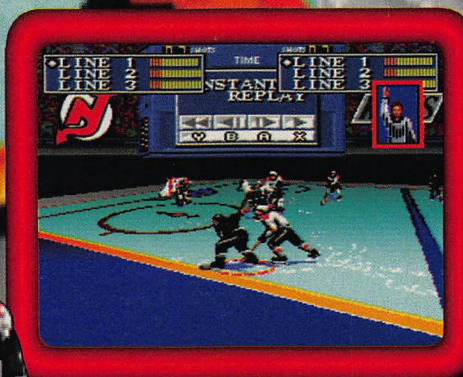
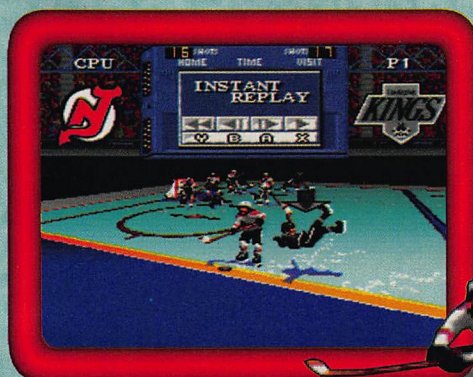
TEAM POWER RESOURCE

St. Louis	Vancouver
SKATING	SKATING
SHOOTING	SHOOTING
STRENGTH	STRENGTH
STICK HANDLING	STICK HANDLING
DEFENSIVE PLAY	DEFENSIVE PLAY
AGGRESSIVENESS	AGGRESSIVENESS

Stanley Cup



Nintendo and Sculptured Software have taken the 3D technology that they created in NCAA Basketball and hit the SNES ice for a Mode 7 face off with EA Sports entitled Stanley Cup. The control and game play in Stanley Cup is so smooth that both hockey novices and experts alike will find the game very addictive. The game places a strong emphasis on arcade style play mechanics with some simulation overtones in the season and statistical save feature and, although Stanley Cup doesn't have the play refinement of NHL Hockey, it gives the hockey fan a solid, complimentary alternative to EA Sports' benchmark game. The Mode 7 scaling and rotation is smoother than in NCAA and, by incorporating the crowd into the game graphics, you don't get that feeling of floating in space as was the case in the basketball game. The characters are large and animated extremely well for a 3D game (the players even leave a skate trail behind them as they move across the ice) and the sound effects (mainly sticks, checks and grunts and groans) are good with crowd response tied directly into the game action. The real strength of Stanley Cup, however, lies in its ability to draw you into the game quickly by allowing you to master the play mechanics in a short period of time. You will immediately find that you'll have no trouble beating up on the Mighty Ducks but that skating with Pittsburgh and Winnipeg is a little more difficult. A lot of the goodies that are at the heart of NHL's popularity are noticeably absent from Stanley Cup (player cards, NHLPA players, etc.) but the presentation and arcade game play are more than enough to warrant purchase for the average arm-chair fan. All in all, Stanley Cup is an excellent addition to Nintendo's growing lineup of sports titles on the SNES. - Talko



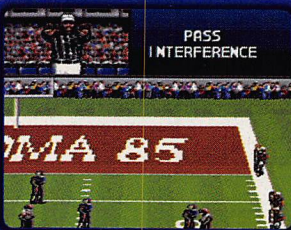
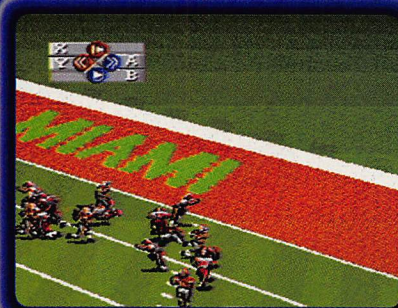
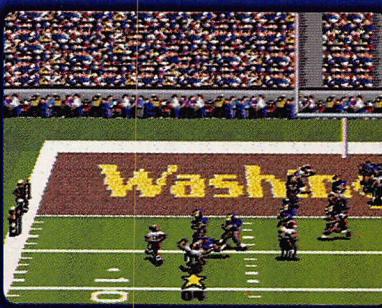
BILL WALSH COLLEGE FOOTBALL



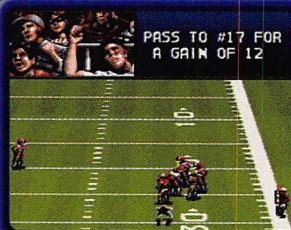
PASS TO #13 FOR
A LOSS OF 6



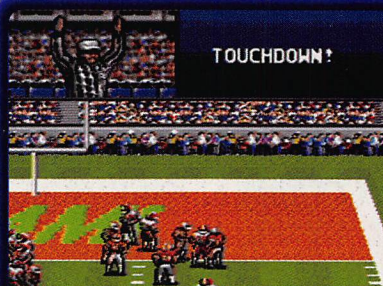
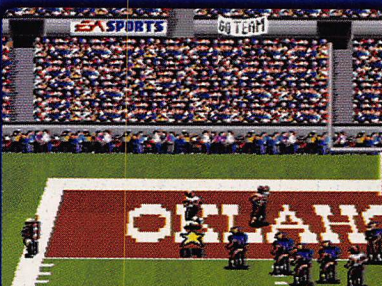
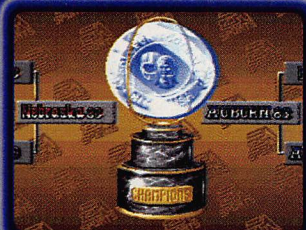
Just when it looked like EA Sports might be pulling the plug on future SNES titles, Bill Walsh College Football is making its way on to the SNES—just in time for the new year and bowl season and it is looking excellent! Like its Genesis cousin, BWCF features 48 teams—the top 24 from '92 and the top 24 since '78. It also features an 11 game college season, playoffs and national championship, 68 classic college plays; triple option, wishbone, student body and more, 5 player simultaneous ability, 360 degree roving replay, automatic or manual pass catch mode, scouting reports from Walsh himself and a player rating system that also includes Coach Walsh's play picks for all teams. Walsh SNES differs from the Genesis version in that it makes use of the new Madden SNES engine with great "Mode 21" graphics and excellent color and animation. The game also features additional animations and crowd graphics not found in the Sega game. Look for Bill Walsh College Football to appear at retail outlets in January and for a full review in the February edition of Game Fan Sports. - Talko



PASS
INTERFERENCE



PASS TO #17 FOR
A GAIN OF 12



Tony Meola

TONY MEOLA'S

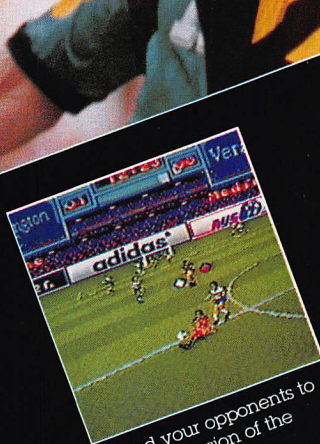
Sidekicks™



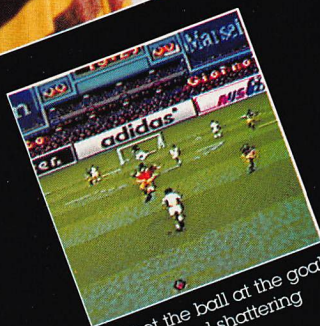
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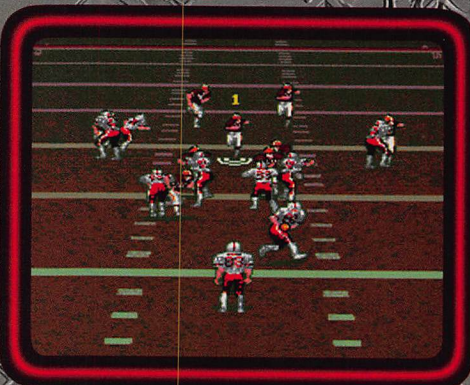
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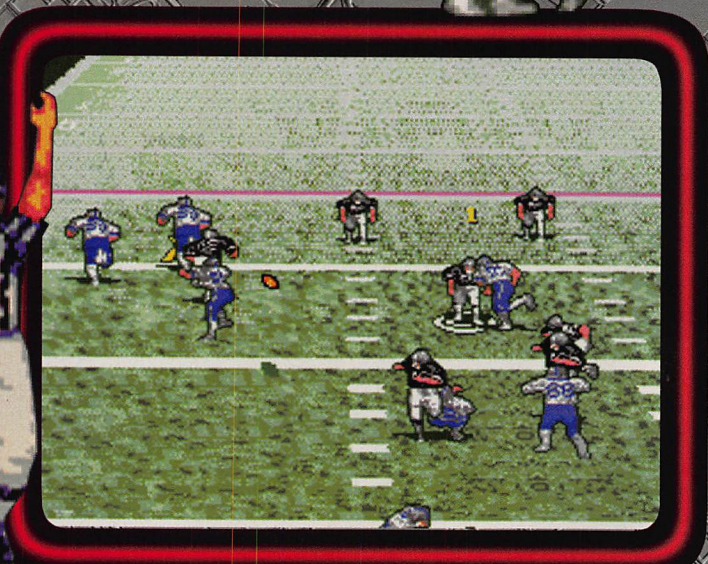
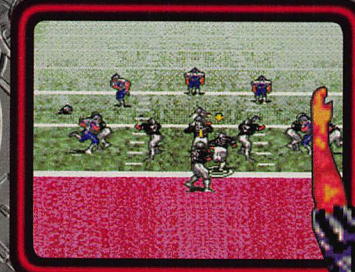


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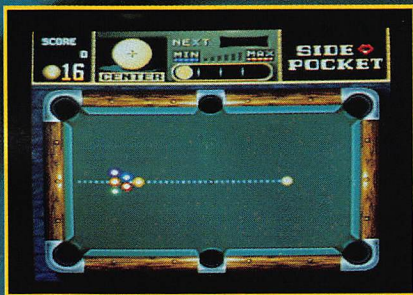
When DieHard GameFan published its first national issue back in December of 1992, Tradewest's Pro Quarterback was high on my list of games to play (both SNES and Genesis) and it, at the time, was the most entertaining albeit slightly unrealistic (9 players per side) football game on the market. Now that its successor's release is pending (Troy Aikman Football Signature Edition), we thought it would be interesting to look back at this title and review just how much progress has been made in football game design over the last 12 months. The first thing players will notice about Pro QB is its unique, on the field viewpoint. With the exception of Montana CD, with its hardware scaling, no other game has attempted to deliver this level of graphic realism. In terms of the passing game, I think that this perspective does more to establish your participation in the game than any other single feature. The animation is a little jerky but not that much more than Montana CD and, in some ways, Pro QB is graphically superior in that it makes better use of the color palette. Picking out the open receiver has never been this easy and, although the play control is pretty rough, I much prefer this style of game play over a passing window or side scroll situation which tends to treat you as a spectator rather than a participant. How does Pro QB stack-up against its younger competition? As an arcade game, very well. The game is high scoring, the computer is a strong opponent and it is simply fun to play. As a simulation, it is weak. However, the sequel seems to be attempting to correct that with 16-meg and battery save. If you missed Pro QB the first time around, take a second look...football fans will not be disappointed. -Talko



YOU DON'T HAVE TO PLAY HERE

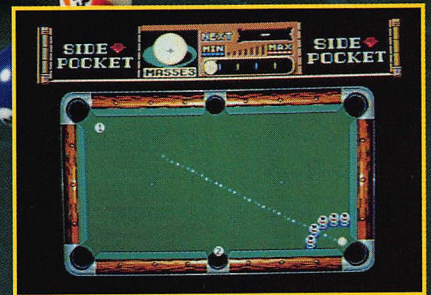


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DIAMOND **GAMEFAN** **SPORTS** NEXT GENERATION VIDEO GAME AWARDS

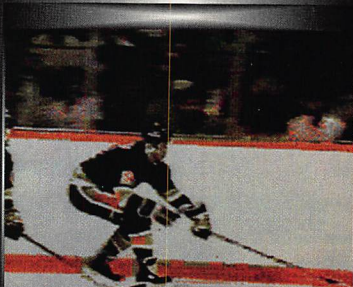
ACHIEVEMENT AWARDS

The GameFan Sports Achievement Awards were created to recognize the best in sports game design. To be eligible, the finished games must have been released during the calendar year and all judging is based on the American releases-no import titles are included in the final judging unless they have been confirmed for US release. You will also notice that, in addition to creating an award for "Sports Game of The Year", we have divided the titles into their respective categories to give both the publisher and the consumer the most accurate information possible-in the hope that this recognition will help to encourage quality game design. Without further delay, here are the deserving winners for 1993.

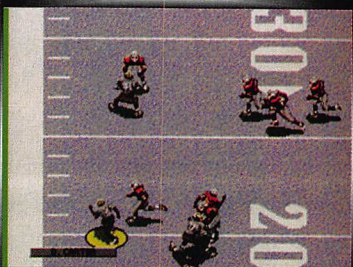


1993 GameFan Sports Game of The Year: NHL '94 CD-Sega CD-EA Sports

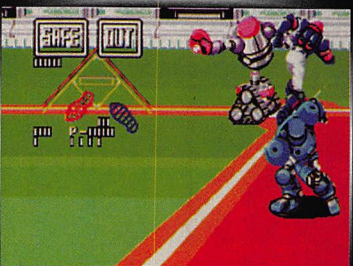
EA Sports took the best hockey game of all time and made it even better. And in the process became one of the few Sega CD developers to unleash the full power and potential of the hardware. With competition like Montana '94, Super NBA, FIFA Soccer and F1 World Championship, EA Sports really EARNED this award in a year where sports entertainment reached new heights and new quality standards were established in sports game design.



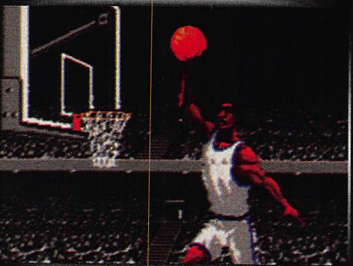
NHL '94 CD



NFL '94 STARRING JOE MONTANA



BASEBALL 2020



SUPER NBA BASKETBALL

Football Game of The Year: NFL Football '94 (Montana)- Genesis-Sega

Honorable Mention:

Tecmo Super Bowl-SNES-Tecmo
 Madden '94-SNES-EA Sports
 Madden '94-Genesis-EA Sports
 Montana CD-Sega CD-Sega of America

Basketball Game of The Year: Super NBA Basketball- SNES-Tecmo

Honorable Mention:

Super NBA Basketball-Gen-Tecmo
 NBA Showdown-SNES-EA Sports.

Golf Game of The Year: PGA Tour 2-Genesis-EA Sports

Honorable Mention:

Pebble Beach-SNES-T&E Soft
 Wicked 18-SNES-Bullet Proof

Tennis Game of The Year: Wimbledon Tennis-Genesis-Sega

Honorable Mention:

Davis Cup Tennis-Genesis-Tengen
 Amazing Tennis-SNES-Absolute
 Amazing Tennis-Genesis-Absolute

Boxing Game of The Year: Greatest Heavyweights- Genesis-Sega

Honorable Mention:

Riddick Bowe Boxing-SNES-
 Absolute/Extreme
 Legends of Ring-SNES/Genesis-
 Electrobrain

Baseball Game of The Year: Super Baseball 2020- Genesis-Electronic Arts

Honorable Mention:

RBI '93-Genesis-Tengen
 Baseball Heroes-Lynx-Atari
 Super Baseball 2020-SNES-
 Tradewest

Hockey Game of The Year: NHL '94 CD-Sega CD-EA Sports

Honorable Mention:

NHL '94-Genesis-EA Sports
 NHL '94-SNES-EA Sports
 Stanley Cup-SNES-Nintendo

Racing Game of The Year: F1 World Championship- Genesis-Domark

Honorable Mention:

Nigel Mansell-SNES-Gametek
 Jaguar XJ220-Sega CD-JVC
 Nigel Mansell-Genesis-Gametek
 Super Off Road Baja-SNES-
 Tradewest

Soccer Game of The Year: FIFA International Soccer- Genesis-EA Sports

Honorable Mention:

Super Sidekicks-Neo Geo-SNK
 World Soccer-SNES-Atlus
 Tony Meola's Sidekicks-SNES-
 Electrobrain



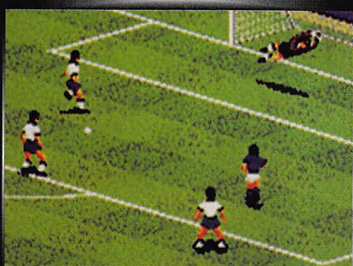
PGA TOUR 2



F1 WORLD CHAMPIONSHIP

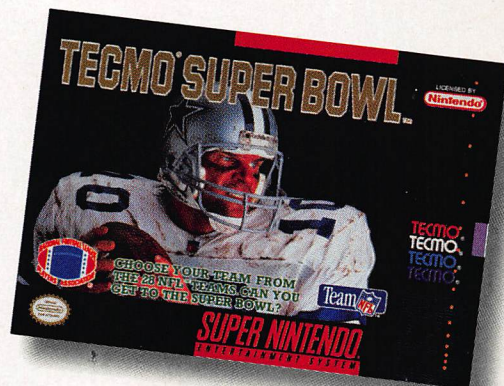
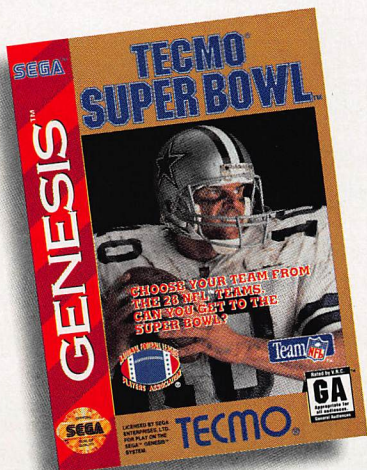


WIMBLEDON TENNIS



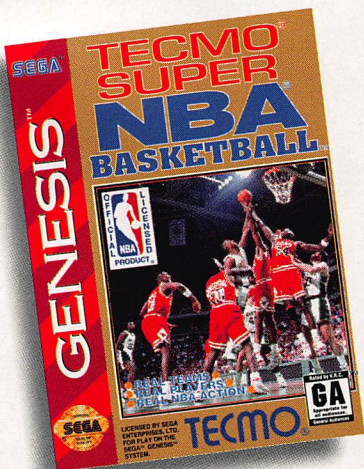
FIFA SOCCER

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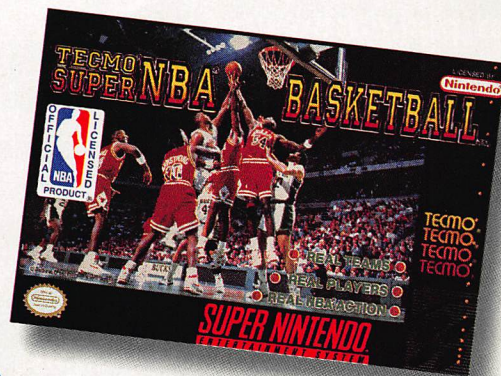


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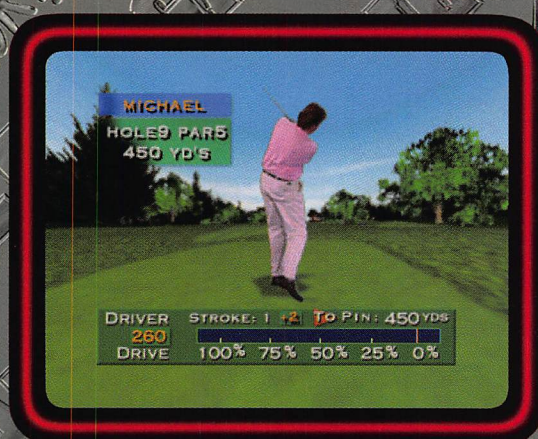
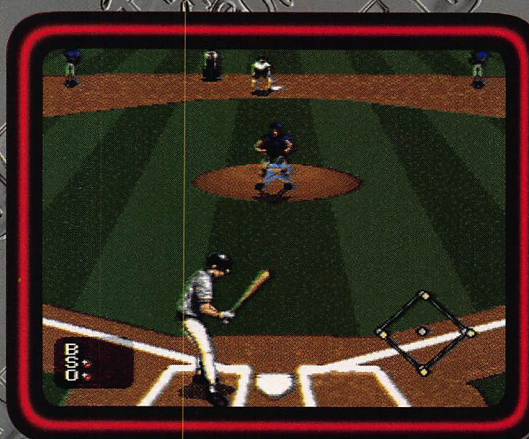
Play in Progress

EA Sports Rings In The New Year...

This month, Play In Progress focuses on the czars of sports gaming at EA Sports and some early information on a few of their top prospects for '94. It looks like EA Sports is recommitting itself to the SNES and with Madden 3DO Under their belt, they are ready to pursue development on their golf, baseball, hockey and basketball titles on the next generation machine. First off, we have some EARLY screen shots from their new baseball game on the SNES (no title as of yet). The game is scheduled

to ship in March of '94 and, according to our sources at EA, it will include; all of the MLBPA players according to their '93 stats and teams, a full 162 game season, authentic stadium music, 5 player capa-

bility and frame by frame instant replay and more. As you can see, an emphasis has been placed on creating realistic, arcade style graphics, as well as concentrating on the simulation qualities of the title. In addition, EA Sports is readying PGA Tour Golf for 3DO and has its sights set on releasing the title during the first quarter of '94. These screen shots are hot off the development system and represent the latest progress on the title. With the 3DO version, EA Sports is trying to create the most realistic game of golf possible. The focus is on taking the award winning game play from the 16-bit and PC games and adding to that a TV quality broadcast-both graphically and in the music and play-by-play. As with their Sega CD titles, EA Sports has enlisted Ron Barr of Sports By-Line USA for the call. Look for more on both of these impressive titles as we get it in your source for the latest sports information, GameFan Sports. See you next month...



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Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

A stylized illustration of a knight in armor attacking a castle with a large purple figure. The knight is on the left, holding a sword and a shield, attacking a castle. A large purple figure is on the right, holding a staff or scepter. The scene is set against a dark background with a yellow archway.



ReadySoft Incorporated
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Tel: (905) 731-4175 Fax: (905) 764-8867



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Here's a look at four new PC Engine Super CD's that are about to come out in Japan. Since Duo owners basically have nothing new to look forward to we thought these might give you some hope. You can play any of these on your Duo. Bomberman 94 is one of the most addicting puzzlers ever created, Super Darius 2 is a carbon copy of the coin-op classic, Y's (the RPG that started it all) will see an all new sequel this December, Y's 4 The Dawn of Y's, and Nektaris is the CD sequel to the hit Turbo game, Military Madness. Good stuff! Find a good source and kick start your Duo! There's allot more coming in the month's to come.



FM TOWNS MARTY



ty is a powerful ally with the brains it takes to make "smart vision" a reality. With Marty, you can experience a marvelous dimension in intelligent, interactive television performance.

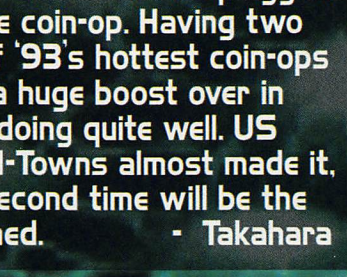
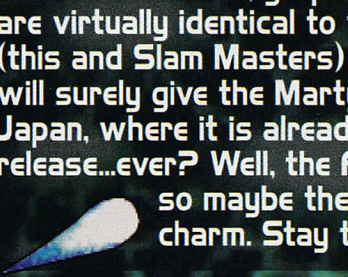
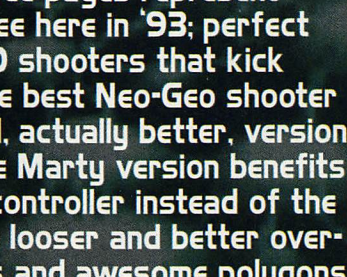
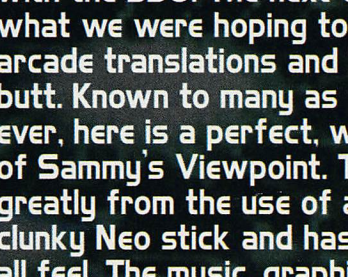
Capcom's Slam Masters coming next month!

VIEWPOINT



Helloooo Marty! Ladies and gentlemen, the sleeping giant has awoken! Unfortunately, he has awoken in Japan but with games this good, maybe Marty will take a swim in '94 to do a little battle with the 3DO. The next three pages represent what we were hoping to see here in '93; perfect arcade translations and 3D shooters that kick butt. Known to many as the best Neo-Geo shooter ever, here is a perfect, well, actually better, version of Sammy's Viewpoint. The Marty version benefits greatly from the use of a controller instead of the clunky Neo stick and has a looser and better overall feel. The music, graphics and awesome polygons are virtually identical to the coin-op. Having two (this and Slam Masters) of '93's hottest coin-ops will surely give the Marty a huge boost over in Japan, where it is already doing quite well. US release...ever? Well, the FM-Towns almost made it, so maybe the second time will be the charm. Stay tuned.

- Takahara

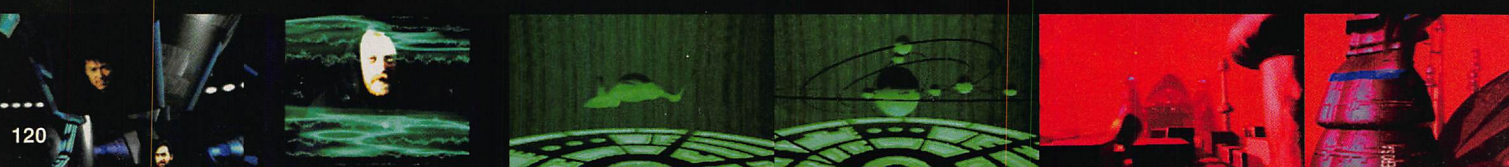


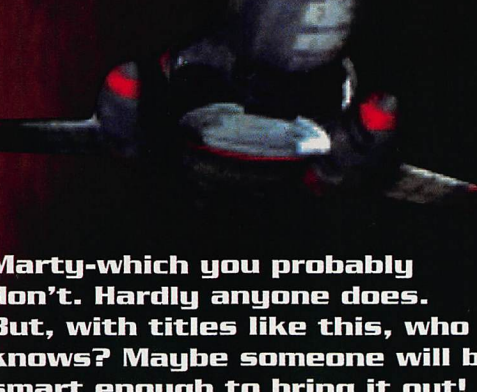
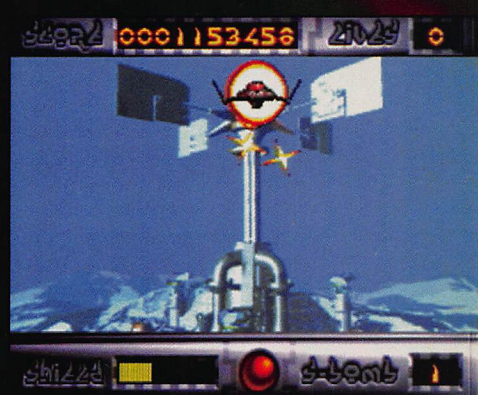


SCAVENGER 4

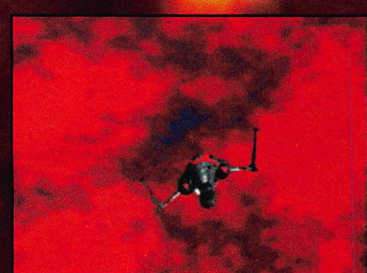


3DO ain't got nuthin' on Marty. In fact, no one does, not after you play Scavenger 4. I am so sorry but this is the best shooter ever on a home console. It makes Silpheed and Starfox look like 2600 games. You want 3D modeled, texture mapped bosses that look like something out of Star Wars? You got it! You want to fly across real terrain, through real cities, weaving through buildings and under bridges? You got it! Do you want a truly interactive shooter? One that may pan away and show you your craft darting through a boss' legs, while you're fighting him? Done. It can all be yours...if you have a





Marty—which you probably don't. Hardly anyone does. But, with titles like this, who knows? Maybe someone will be smart enough to bring it out! If not, the fact that Psygnosis made S4 gives us hope. They could bring out a 3DO version or, perhaps, a Mega CD...naaa. A Mega CD would explode. Unlike full motion games, everything in Scavenger 4 has collision detection; the walls, the floors, the rendered objects, everything. It plays perfectly, it never loads, has an amazing intro. and is soooo much fun. Incredible!



MIGA CD 32



This so called 32 bit system is really starting to annoy me. The first couple of games (James Pond and a flat pinball game) were pretty bad but those were the first, so I let it slide. But now, after playing Zool, I am convinced that this system is nothing to get excited about. These are Amiga games, plain and simple. After playing Zool on the Genesis, I was really looking forward to this version. Although the music was good and the between level graphics are impressive, the game itself is really flat. Only one scroll (where the Sega version had 5 or 6) and so-so animation and artwork is not what I have

come to expect from a 32 bit system. Not only that, but the boomerang shaped controller is mushy and unresponsive making things even worse. All I know is that the Genesis version smokes this one and that just doesn't make sense. Zool on the Genesis is a cool game, so I'm not bagging on the old Zoolster. I'm sure the programmers had the best intentions. I just think that this system is very limited in many areas and therefore has no chance of making even a small ding over here, where game players are so very critical. So, if you've been wondering about the CD32, wonder no more and check out Zool on the SNES or Genesis. To find out more about Zool, check out the review in our Sega Sector. - Mr. Goo



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**A VAST RPG WORLD
IN STUNNING GRAPHICS!**



Determine the outcome of the opening story!

A vast world of RPG!

Includes Battery-backup system!



YOUR actions determine the outcome of the opening story!
A vast world to explore in this ultimate RPG adventure!
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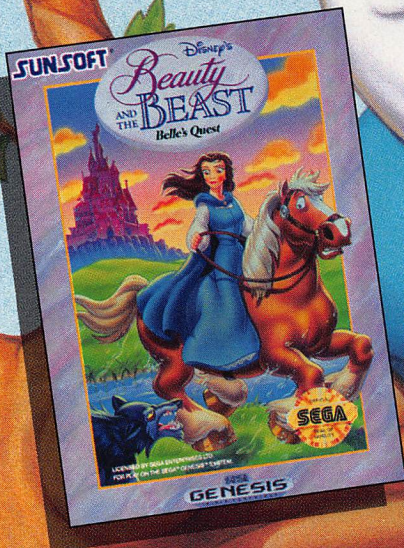
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Recently, the Pioneer Laseractive was released here in the States. Funny thing is, it just kind of appeared. There was no hoopla, especially in the game industry. Over in Japan, the LD is being marketed as an interactive game system, similar to our 3DO. Here is the first game for the PC Engine pack, Vajra. Vajra is a first person robot fighting game which pits you against 5 robotic opponents flying over beautiful LD city scapes. Because the backgrounds are all full motion shaded polygons, the path you take never changes and the enemy on each level always attacks the same way. So, it is just a matter of time until you figure out his patterns and weak points. On the positive side, the graphics are stunning and the speed is mind blowing. But, on the negative side, this isn't much of a game. The LD itself will probably never be a good game system. Full motion backgrounds with sprites plastered on top of them just don't make good games and, as a Laser Disc player, the lack of jog shuttle and no digital display make this a bargain basement LD player all the way. You're better off with a quality LD and a stand alone game system. If the price on this unit ever drops to about \$500, it may be a good buy. But at \$1,500 fully equipped, the Pioneer Mega/PC LD is a money pit you won't soon climb out of. That pretty much wraps up our coverage on this tank. *-Storm out.*

Disney's *Beauty*
AND THE *BEAST*
Belle's Quest



BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillipe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.



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PHILIPS COMPACT disc Interactive

In our last two issues we've reviewed some form of Mad Dog McCree, first for the Sega CD, then the Panasonic 3DO. Now, once again, here we are with the latest version, this time for the Phillips CD-i. By comparison, I'd have to say, without a doubt, this version is a vast improvement over the others and a perfect translation from the arcade. The quality of the video is amazing, looking more like broadcast television than full motion

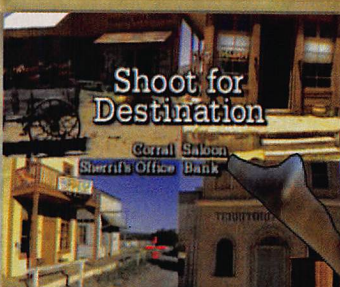
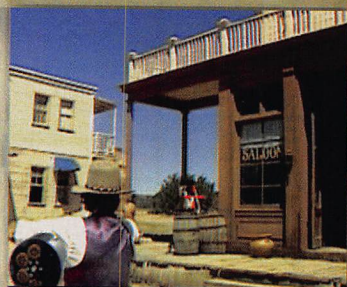


Mad Dog

McCree

graphics. In Mad Dog you play a lone gunslinger who's taken on the job of cleaning up the town which has been overrun by McCree and his gang. Along the way grateful townsfolk will steer you on the right path and only sharp reflexes will keep you away from a visit from the caretaker. This version doesn't come packed with a light gun but the optional trackball controller seems to do the job, and a even niftier

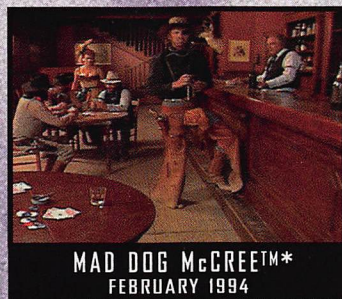
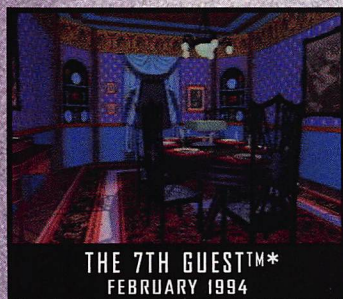
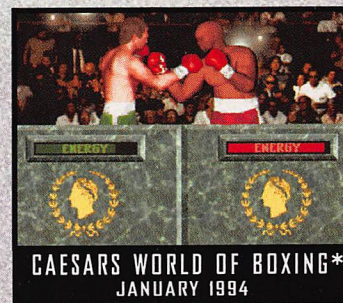
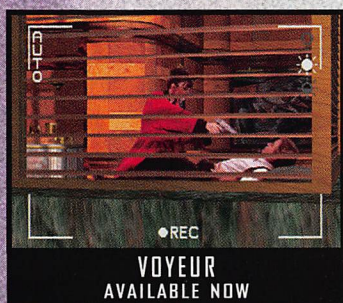
Gravis pad is on the way. The game is actually quite difficult with enemies popping up randomly to keep you from memorizing patterns and there are plenty of levels to go through before actually facing the grimy Mad Dog himself. Although this is not the strongest title, it definitely is a welcome addition to the line up of CD-i games and really shows off what the new Full Motion Video card can do. So grab your trusty six iron and get ready to enforce some law and order, ya varmint. -Takahara



THIS SHOULD

OPEN A FEW EYES.

Games never looked so good. Introducing the new CD-i titles from the Games Division of Philips Media, many featuring MPEG 30 frames per second Digital Video. You've got to see them, hear them and *play* them to believe them. Try them out and you'll see why our beauty isn't just screen deep.



To order these great CD-i titles or for more information about the hot, new games coming to CD-i, visit your local CD-i retailer or call 1-800-824-2567

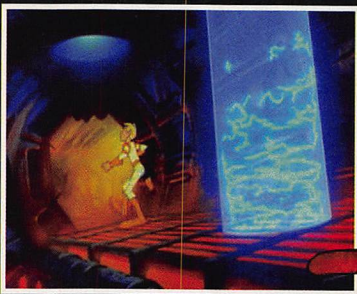
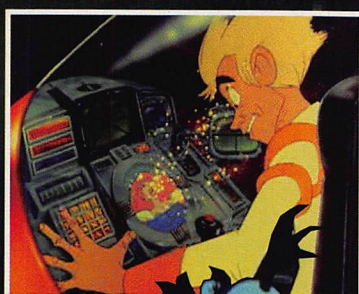
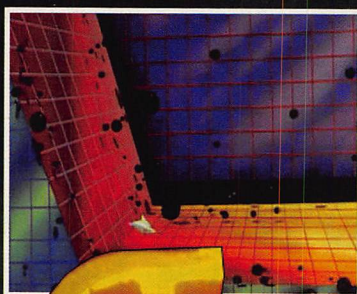
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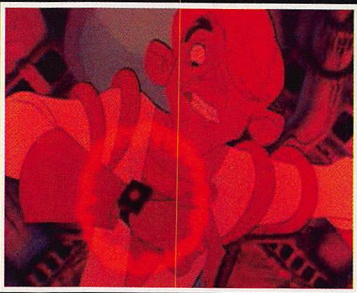
PHILIPS

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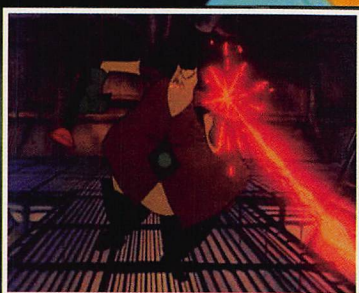
CD-i



SPACE ACE

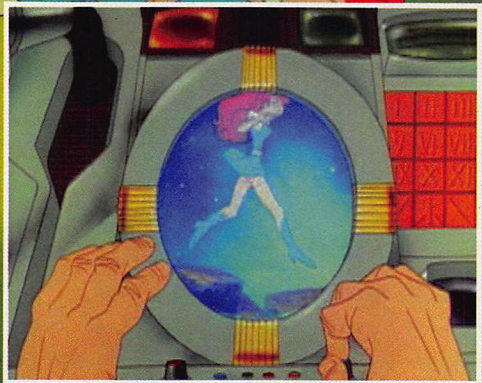
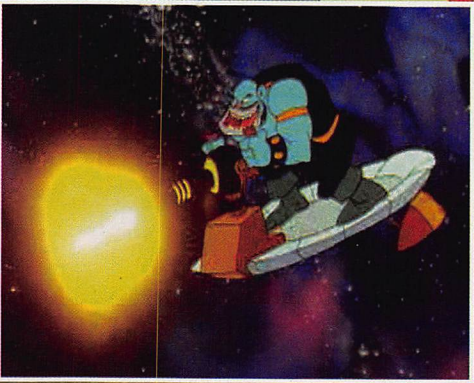
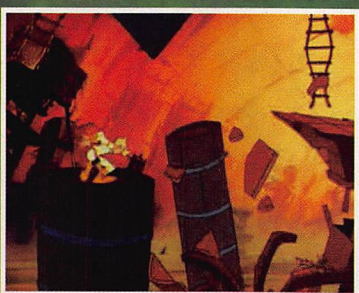
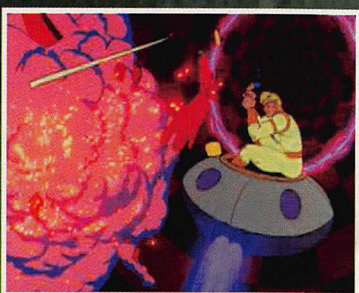


Did you ever play games like Dragon's Lair and Space Ace in the arcade and wish you could have these coin-ops at home in all their cartoon splendor to play at your leisure? Well, now you can, as Phillips Cd-i has become the first system to accurately convert games like these without the usual color loss, graphic break-up, or letter box frame. In fact, the full screen, full motion video is so good, its quality is comparable to VHS! This is all done with the use of a new digital CD-i Full Motion Video Cartridge (FMV) which connects to the expansion port of Phillips or Magnavox CD-i players. The digital FMV cartridge marks the next generation for CD-i games by delivering 30 frames-per-second video and CD quality sound. Space Ace is one of the first titles to be released for this upgrade and it is an exact carbon copy of its laser disc arcade counterpart. If you're not familiar with this game, you take charge of Space Ace, defender of Justice, Truth, and the Planet Earth. Ace is being attacked by the evil Commander Borf who has a sinister plot to render Earthlings harmless with his Infanto Ray. It's up to you to navigate Space Ace through this animated adventure which requires memorization and perfect timing. With the release of this



new cartridge plus games like Space Ace, Mad Dog McCree, Rebel Assault, 7th. Guest, and Dragon's Lair I and II, the CD-i is sure to gain popularity and a spot among the ranks of next generation software and hardware.....can you beleive it?

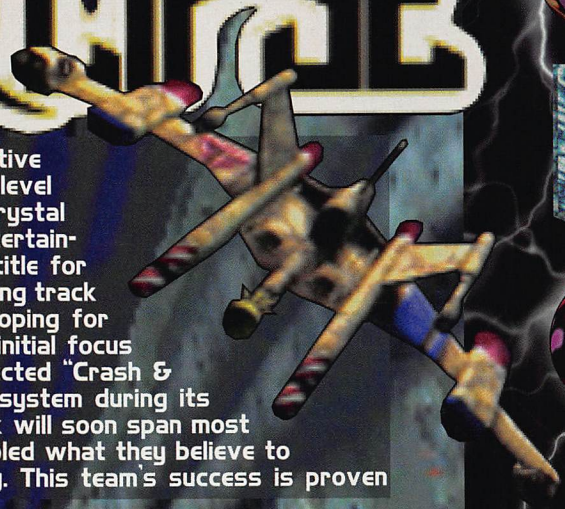
-Mr. Goo



TOTAL ECLIPSE

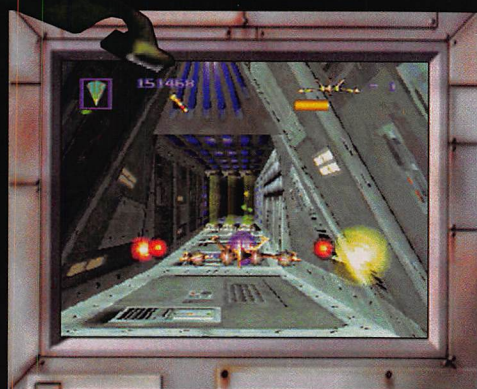


Crystal Dynamics is a pioneer in the evolving frontier of interactive entertainment. The company's software delivers an entirely new level of gameplay that has set standards for the 32-bit market. Crystal Dynamics has proven its ability to be the leading interactive entertainment software publisher and developer by producing the first title for the new, 32-bit generation platform. The company plans on breaking track records each time by expanding their creative focus and developing for each next generation platform that successfully emerges. Their initial focus is software for the 3DO Interactive Multiplayer. Panasonic selected "Crash & Burn" to be bundled with its Real 3DO Interactive Multiplayer system during its introduction in October, '93. Crystal Dynamic's development work will soon span most CD and floppy platforms, as well as the 3DO. They have assembled what they believe to be the best internal product development group in the industry. This team's success is proven

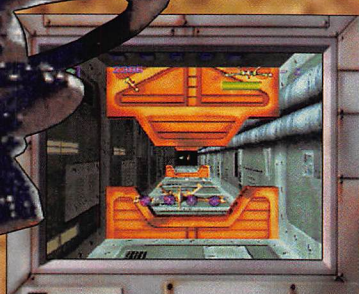


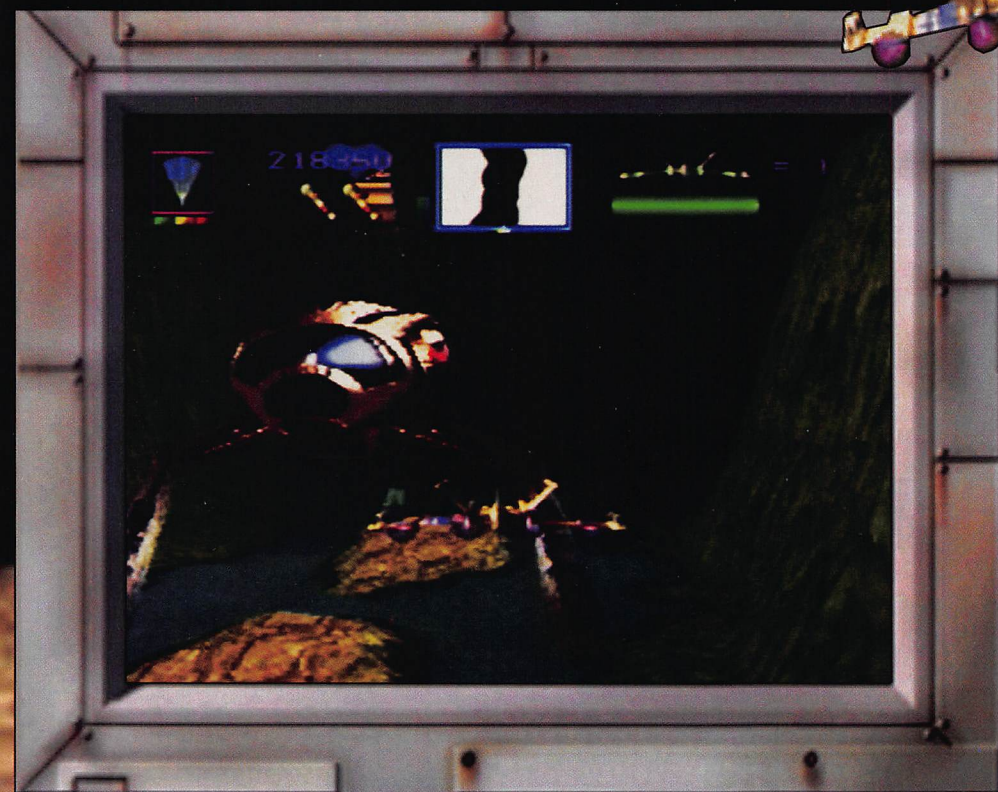
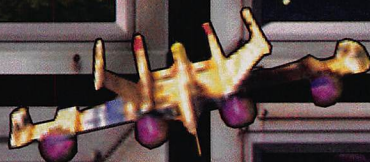
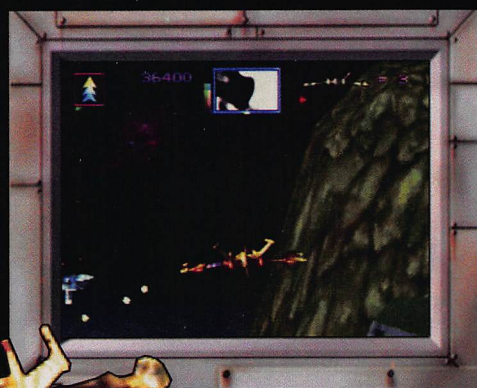
through achievements made during the development of the first ever 32-bit games to reach the market. For example, the group has designed a proprietary tool to create the 3D planetary surfaces and objects, 360 degree barrel rolls and serpentine tunnels that connect the 20 different worlds featured in "Total Eclipse". This is the primary focus of our coverage this month. What you see spread before you is the culmination of CD's 3D experience to date. Total Eclipse is going to feature 20 different areas, on multiple





planet surfaces, of first person shooter action. Graphically, Total Eclipse goes where no shooter has dared go before. With light source shading, real time, rendered space craft, an incredible soundtrack and some of the most wicked bosses to ever appear in a video game. TE should back-up CD's claims of breaking track records each time out. A good example of the creativity and dedication of their team are the tunnels that connect the quadrants of the various planets. When you speed through these texture mapped connectors,

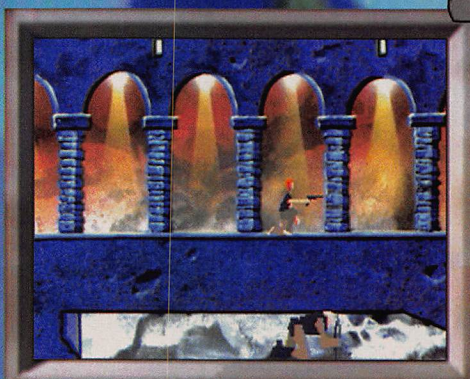




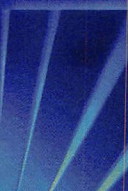
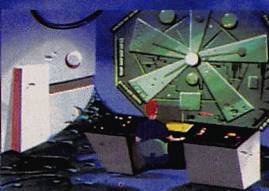
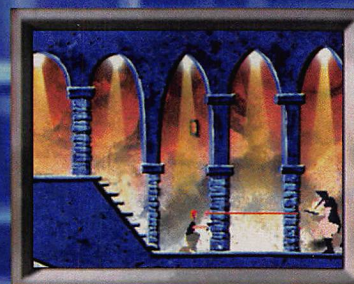
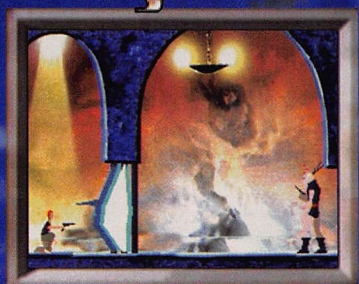
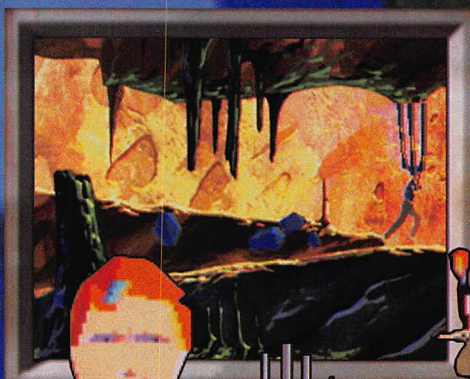
you will be amazed at the feeling of flight that they have achieved. It is impossible to compare this to any technological achievement in a video game to date...the effect is that good! As of December 1, Crystal plans on releasing Total Eclipse in the beginning of January and we can hardly wait to get the finished product. While others talk of multimedia and interactive, 32-bit gaming, Crystal Dynamics is already delivering the goods and are convincing the world of electronic gaming that the future is now. We'll be back with more Total Eclipse and a detailed review next month. Talko

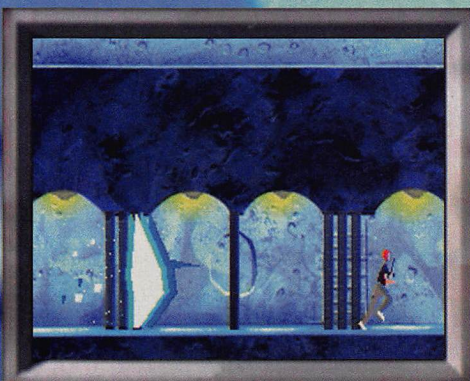
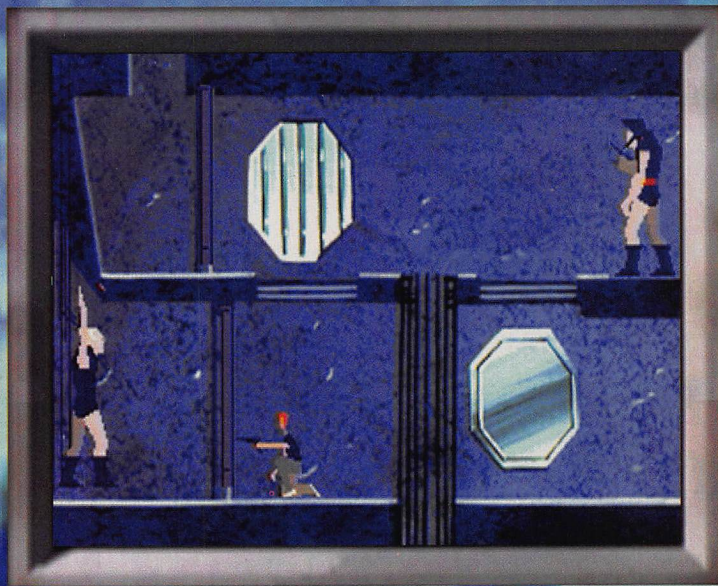
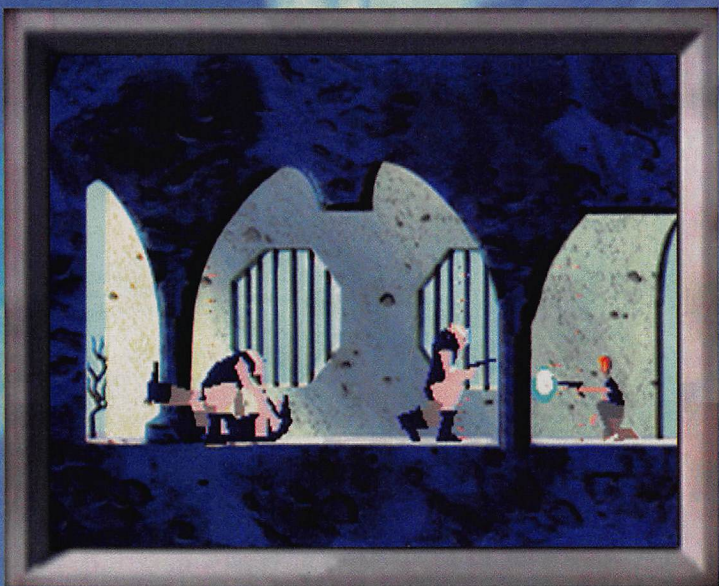


OUT OF THIS WORLD

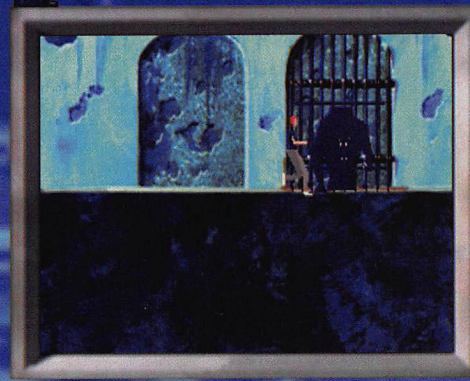
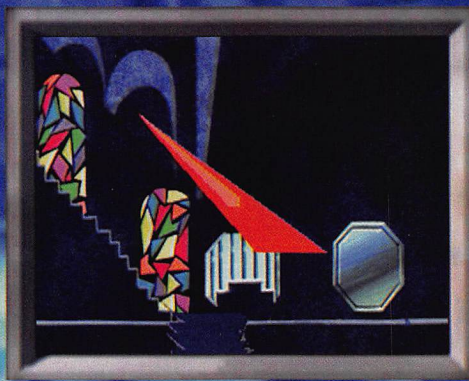
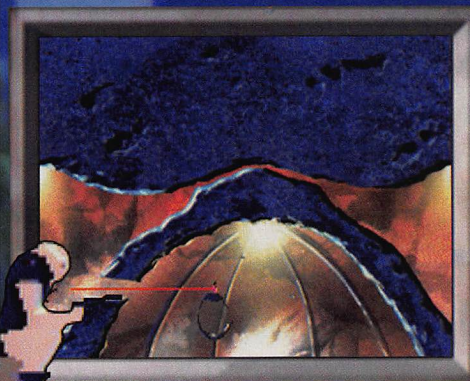
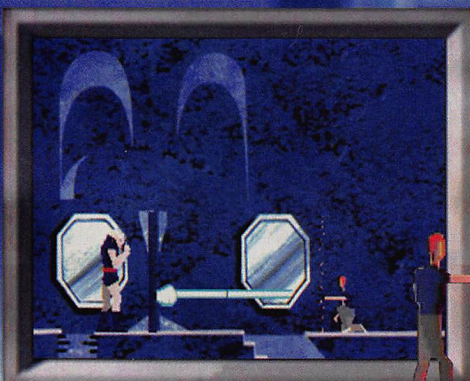
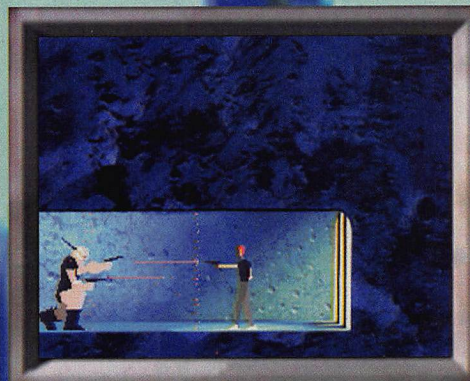


Although still not 100% complete at press time, here's a look at the first Action/Adventure game for the 3DO, *Out of This World*. The game starts off with the same (although more detailed) intro. to get things started. Our version loaded a bit too much to get the full effect but I am sure that the final will move along much faster. The game itself is a mixture of old and new. The action portions feature colorful, detailed backgrounds and neat effects like rippling water but the interactive sequences and the main character look exactly like the SNES and Genesis versions, so what you get is a confusing mixture. Our version was also devoid of final music but what was





in sounded great. To be 100% honest, while the game is better looking, it is still not what I expected from the system that 3DO said would set new standards. There is no awesome animation or special effects that I haven't seen before. I thought the characters would be more dimensional, maybe texture mapped. Of course, on the flip side, this is Out of This World, a game that doesn't really need all of that to be entertaining. Either way you look at it, I'm sure that just about every 3DO owner will buy OOTW and thoroughly enjoy a game that would be totally entertaining on any system. We'll bring you a final review as soon as OOTW is released. Hey Interplay, how 'bout a little Rock 'n Roll Racing, 3DO style! -TAKAHARA

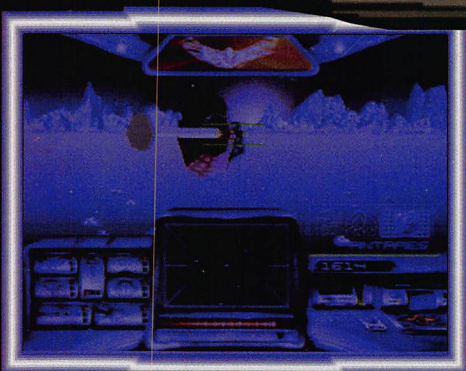




STELLAR 7 DRAXON'S *Revenge*

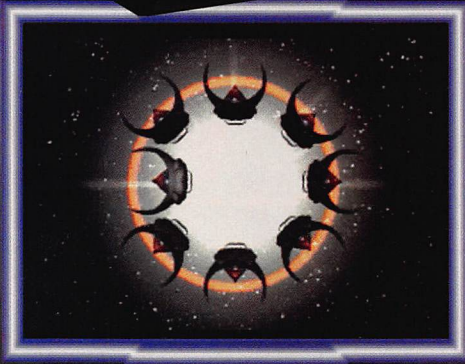
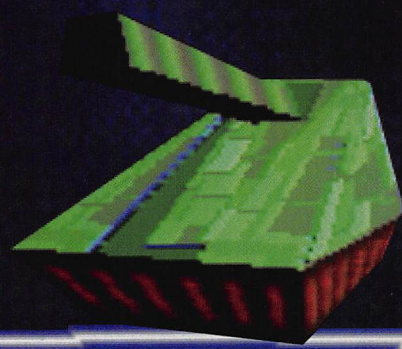
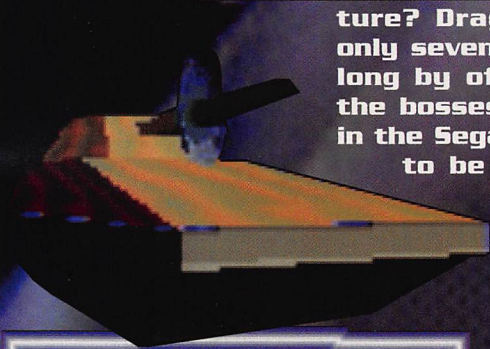


As any 3DO owner will tell you, the release of any game that is actually "a game" is cause for an immediate dash to the nearest software store, so that you may once again fire up the most advanced game system of '93. You would think a game like Stellar Fire (this version is called Draxon's Revenge) would be amazing on this system. Well, parts of it are. It's just that the parts that are aren't in the game, those being the demo and object viewing screen. The game itself, while graphically beautiful, is plagued with problems. The most troublesome downfall is the sluggish control and slow down. When you are moving and shooting, the appearance of a single large sprite can almost stop your vehicle if you attempt to turn to either chase it or avoid fire. The diagonals are also horrendous, turning is reminiscent of an old Cadillac with no power steering. My other beef is that the mountains in the distance never get closer, which gives you the feeling of being on a huge conveyer belt and takes away any "real" feeling that you may have expected. Wouldn't you expect some realistic scaling here? If I'm doing a hundred miles an hour towards a mountain range and it isn't getting any closer?...what's wrong with this pic-





ture? Dragon's Revenge is also short, offering only seven quick levels (they try to make it seem long by offering no continues or password) and the bosses aren't nearly as creative as the ones in the Sega CD version of Stellar Fire. I don't mean to be overly harsh, this is a "pretty" game but, for \$700 bucks, someone other than Crystal Dynamics better start knocking our socks off, or the lines to return 3DOs will be longer than they were to get one. *-Storm Out*

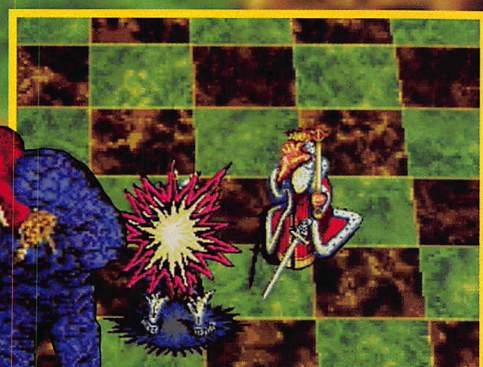




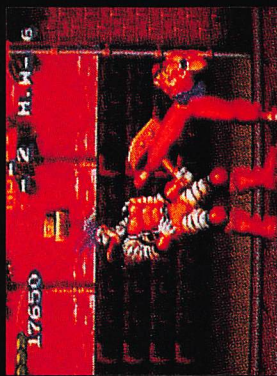
The key to the success of any computerized chess game is the quality of the computer opponent and the speed with which it executes its moves. For software starved 3DO owners, Battle Chess is, in all likelihood, going to be one of their initial game purchases. The question for 3DO owners will be is this game for chess enthusiasts only, or is there something here for the inexperienced player? For the novice, BC features all of the animation, humor and body slashing that has made the game a major success on all computer platforms and an easy to use interface and tutorial featuring full character animation and voice that makes learning the game a joy and playing it (at least as long as the blood and guts animation remains fresh) interesting and dynamic. But, after the "oh, wow" factor has worn off, is there a quality chess game here for the dedicated enthusiast? The answer to that question is an unqualified "yes"! Dedicated chess players will find a lot to like about Battle Chess, starting with the ability to choose between the 3D and 2D play fields. After those first few days of play, the 2D mode will be the preferred play arena for most chess enthusiasts.

And the computer opponent varies in skill level-all the way up to Grand Master caliber. So, for you 3DO owners out there that need to feed your machines, Interplay has a solution for both sides of your brain!

- Talko



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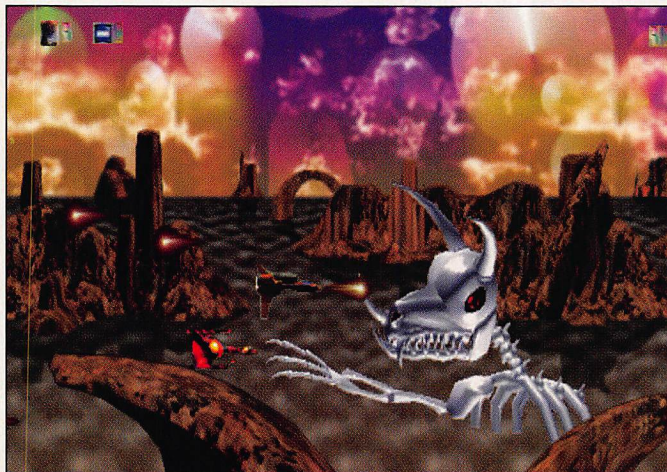
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WE'RE CHEWING UP THE



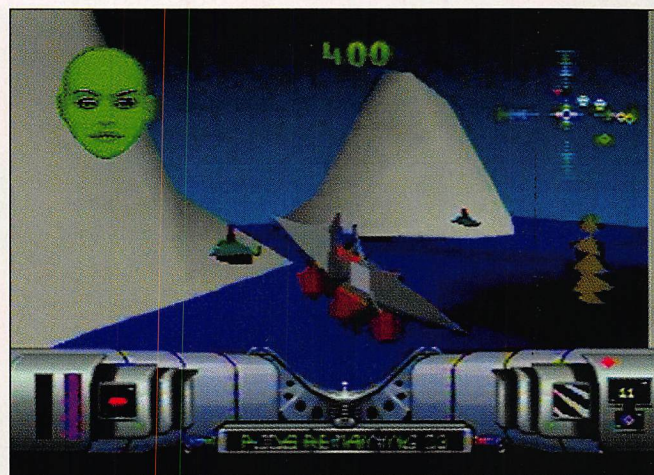
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6 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

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COMPETITION BIT BY BIT.



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button your mother would be yelling at you to turn
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and other bone rattling stereo CD quality sounds
will make you jump out of your seat.

When you do, make sure to run to the nearest
store. Everyone else will be there chomping at the
bit to buy one.

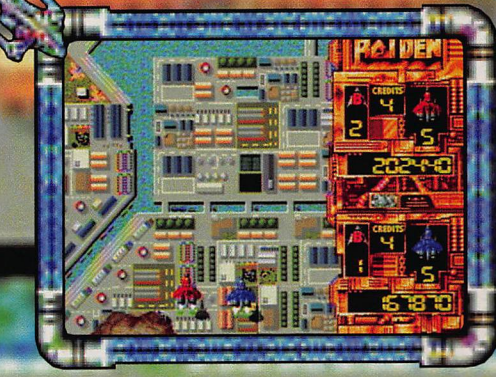
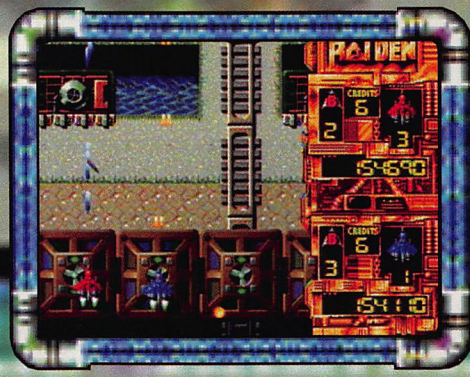
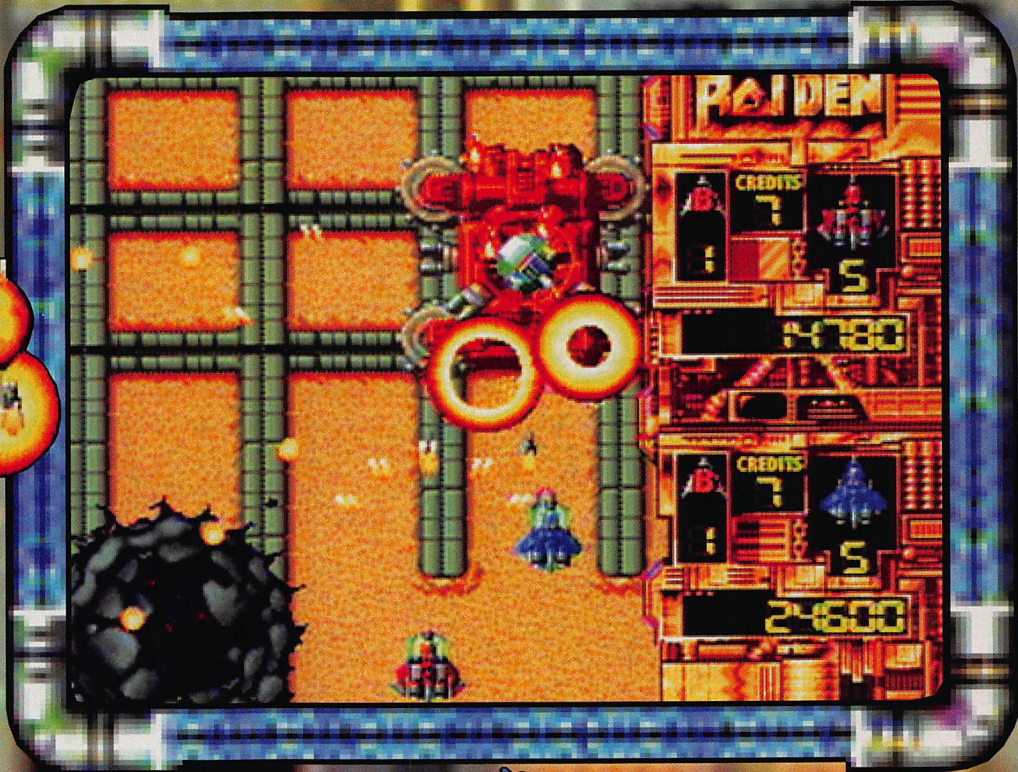
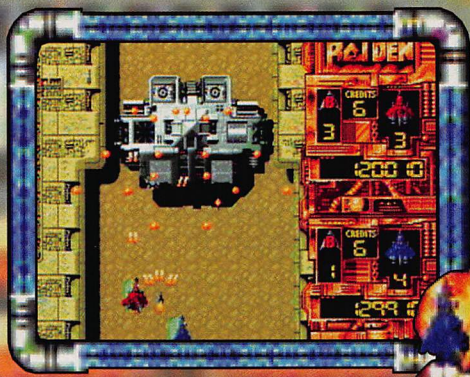
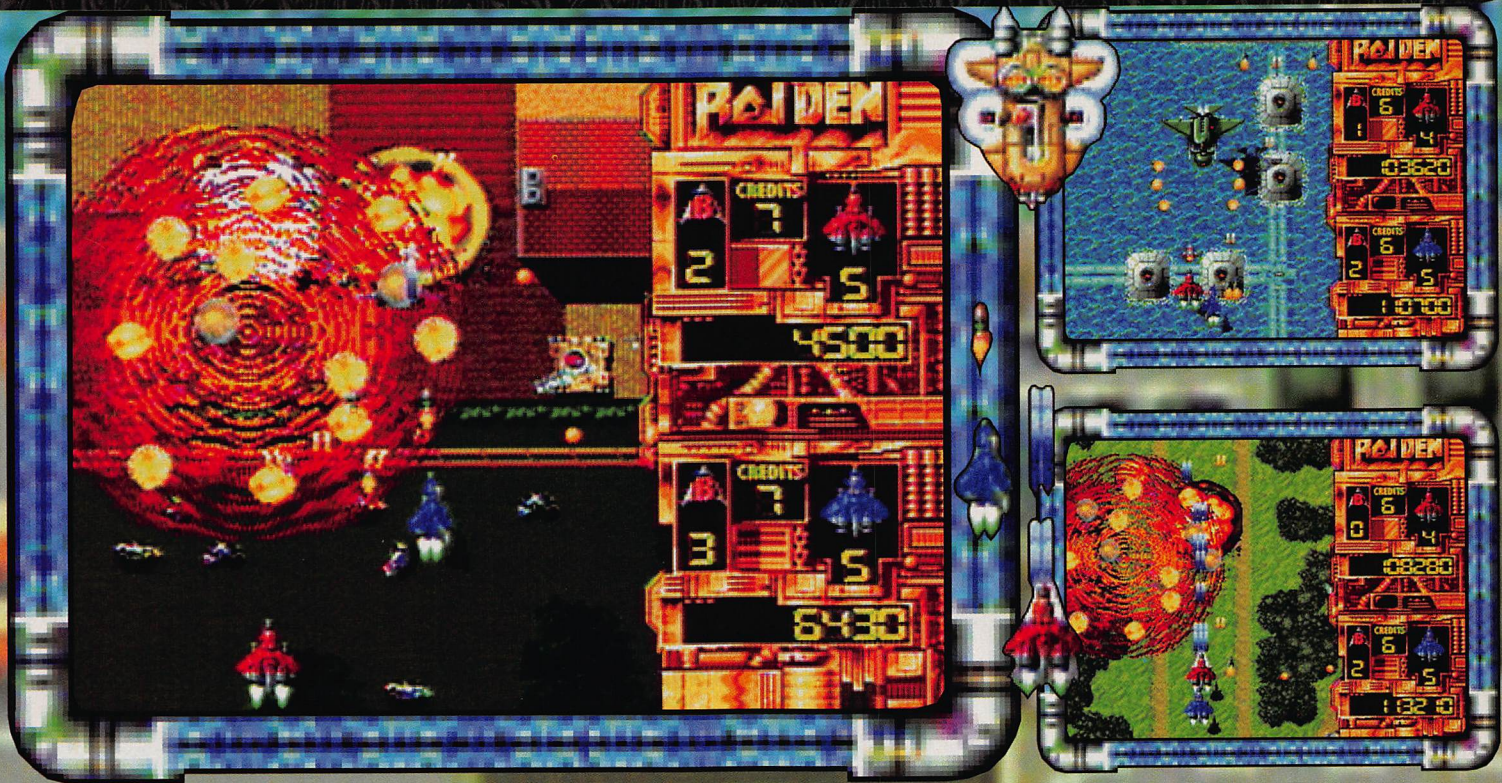
What we're really saying is Jaguar's 64 bits eats the
competition alive. Sink your teeth into it and you'll
see what we mean. **Get Bit by Jaguar.™**

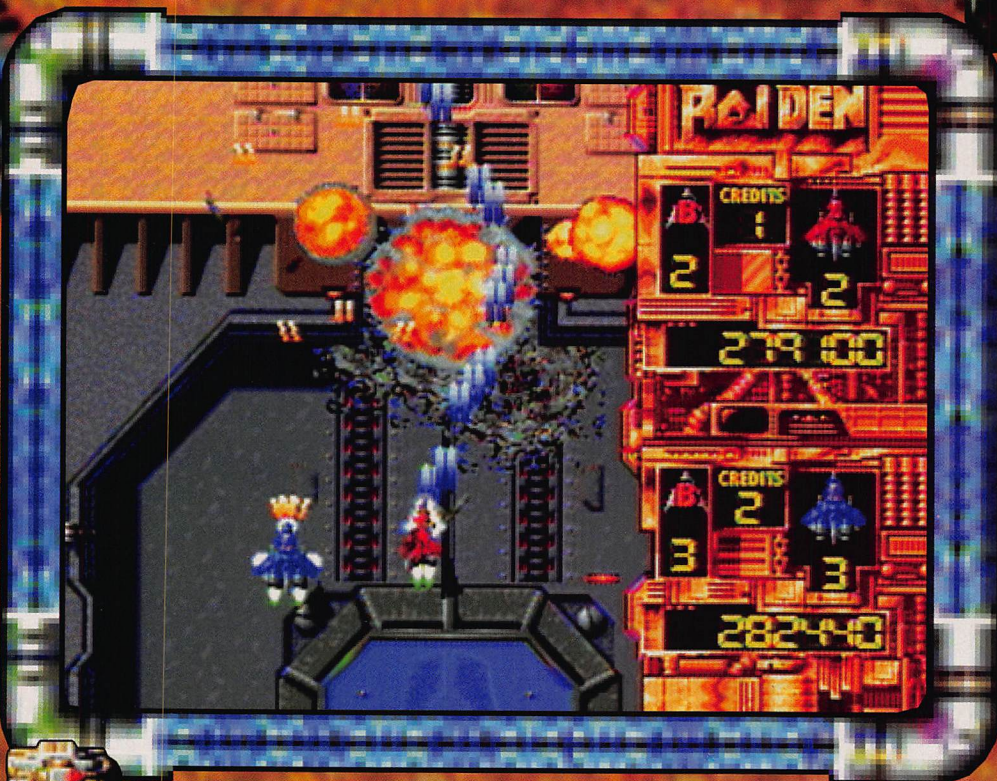
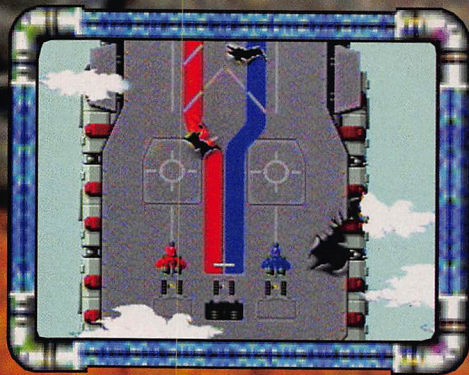


JAGUAR DOMAIN

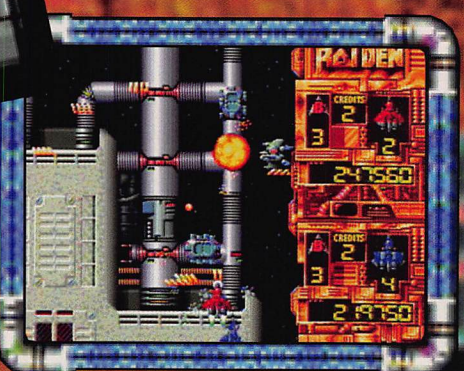
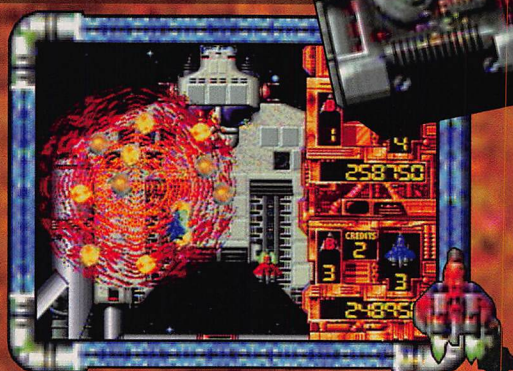


The second offering from Atari for their now purring cat is Raiden, not necessarily to show us any ground-breaking special effects but to show the color palette, immunity to slow down and how closely the Jag can dupe the arcade. Not only that, but to help hush the critics, Raiden, being a direct port, was easily finished by the limited launch- thus showing that Atari is serious about getting the product out there as quickly as possible, without sacrificing quality. Raiden for the Jaguar isn't just as good as the arcade...it's better. Once you enter the space levels, the meteors are all rotating and texture mapped and the music in these later levels is also improved, with some bass that may have your cat gripping the ceiling (just think of all the cat metaphors you'll be hearing from now on). Other than those differences, this is an exact conversion, with no flicker or slowdown no matter what you throw on screen and the detail and color is excellent.





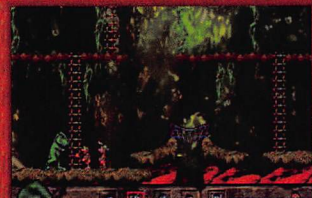
Fortunately, I have obtained a set of a/v cables, (buy 'em ASAP in January) so things look much clearer than with the provided RF. Even if you're not big on overhead shooters, as a first title Raiden is worth a look. And, if you are into overheads, then you should be extremely happy with this exact 2 player arcade classic. Still, the games I'm waiting for are Alien/Predator, Checkered Flag, Kasumi Ninja and Tiny Toons. But, until then, DinoDudes (which we will review next month), Raiden and especially Cybermorph will keep me busy. Hey, it's not even officially out yet and the Jag has some good stuff out there. So far, so good. -Takahara



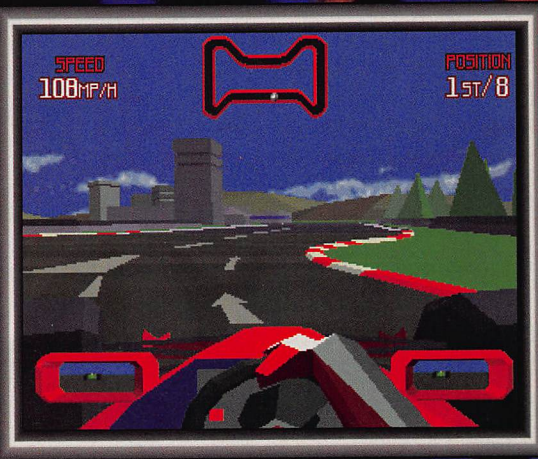
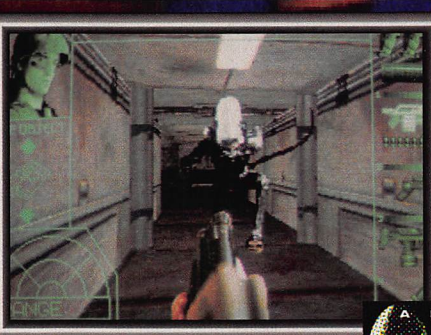
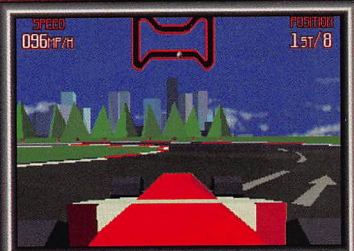
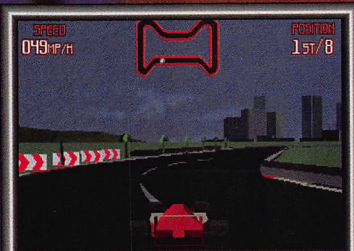
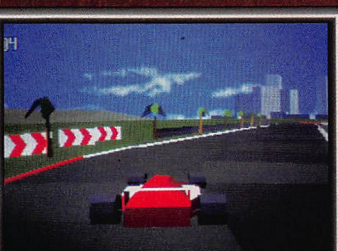
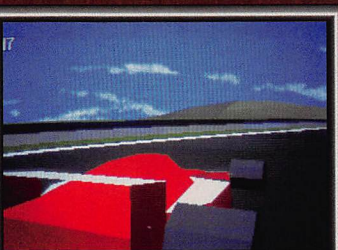


DINO DUDES

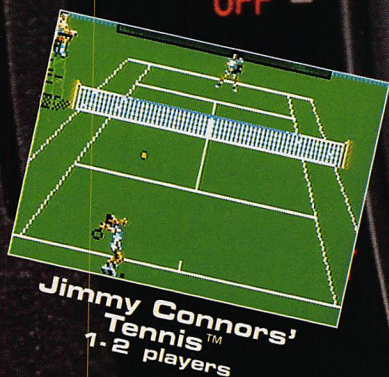
Dino Dudes came in just in time for the close of the issue, so we squeezed it in at the last minute. After just an hour or so of playing, I can tell you that this is about as good as puzzle/action games get. The rendered backgrounds look fantastic and the characters animate perfectly. Great music and good voice also help enhance the experience. Look for a full review on Dino Dudes and hopefully (c'mon Bob) Tempest 2000 next month. See you then. E Storm



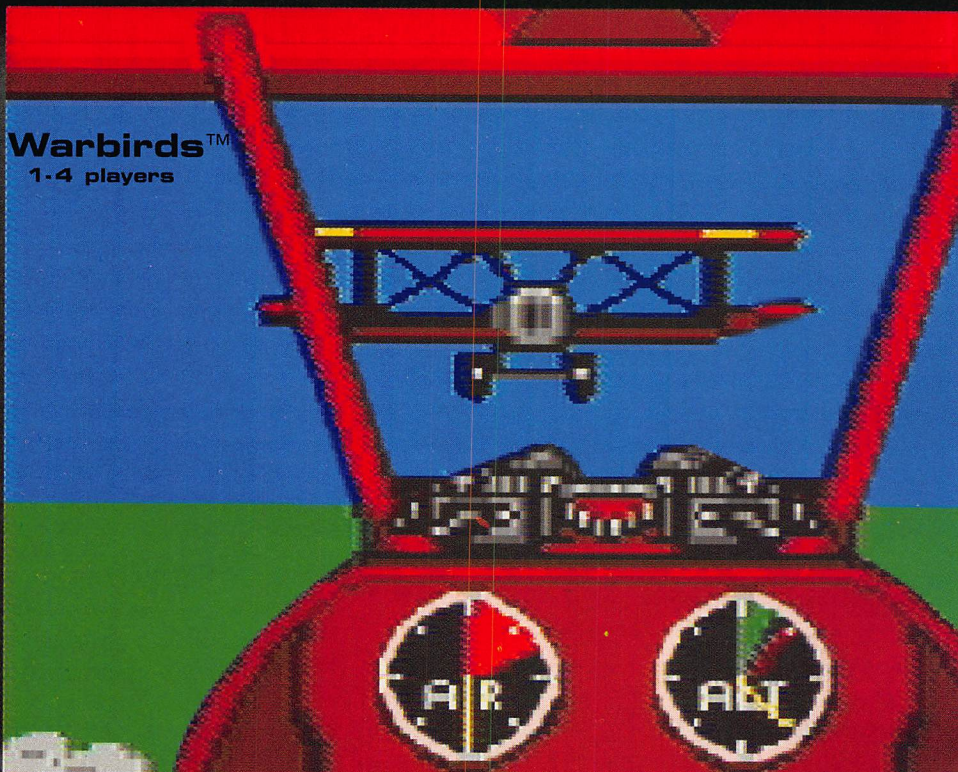
COMING SOON FOR THE JAGUAR: ALIEN VS PREDATOR AND CHECKERD FLAG 2, SEE IT FIRST IN GAMEFAN!



LYNX



Warbirds™
1-4 players



ATARI

LYNX KICKS

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Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.



THEIR BUTS.

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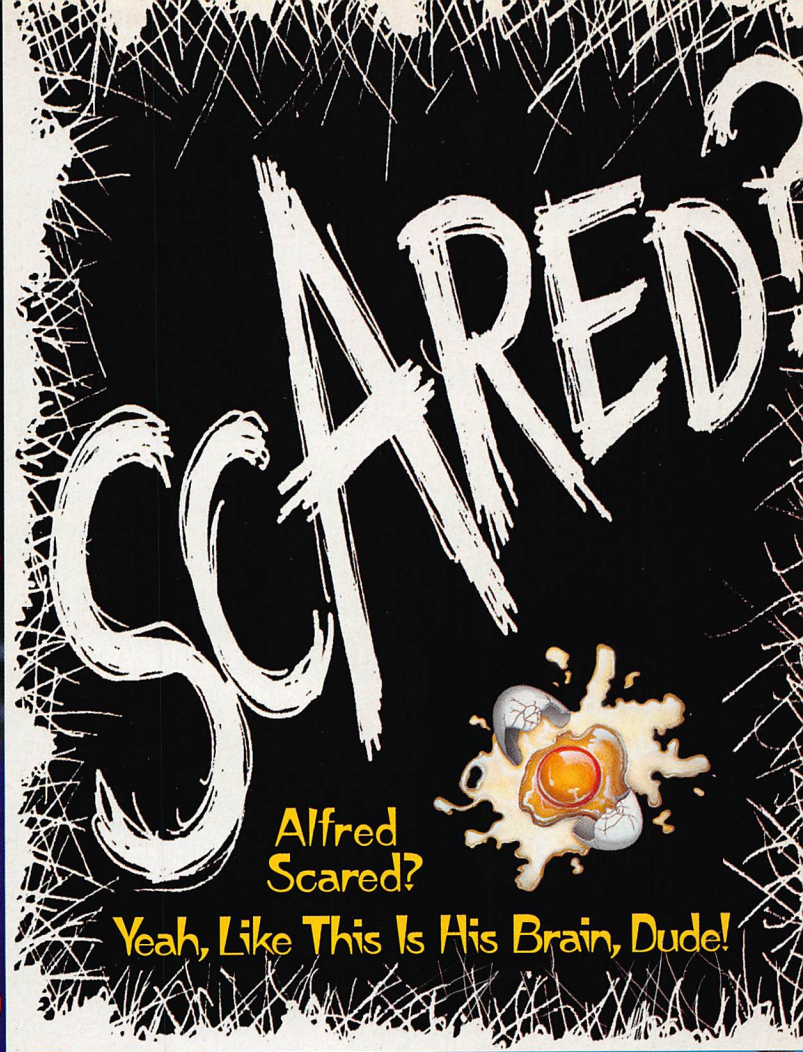


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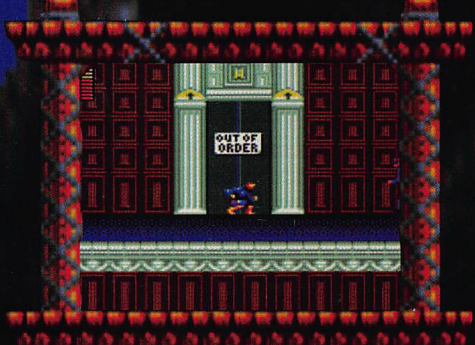


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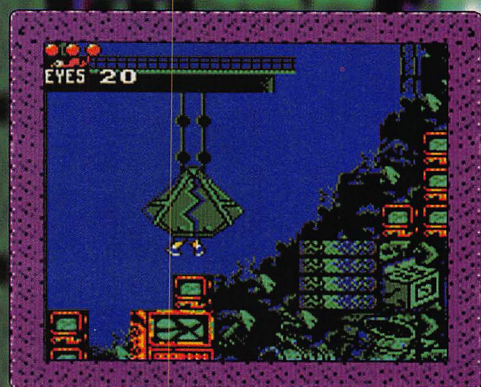
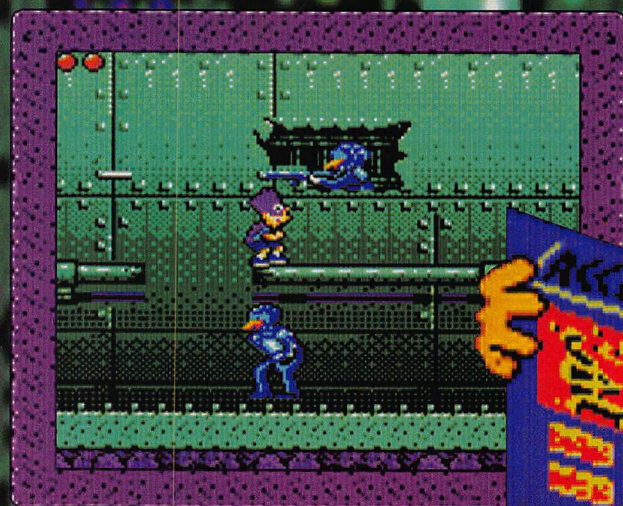
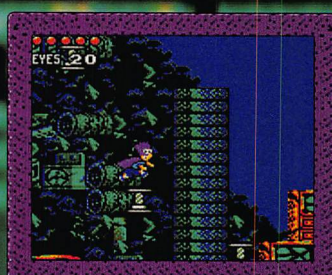


X-Men fans can now take their game on the go with the game of the same name on the Game Gear. Six of your favorite super heroes join the fray; The Silver Surfer, Cyclops, Wolverine, Storm, The Beast, Rogue and Jubilee. Graphically this is one of the better GG games, it has well defined, colorful characters, detailed foregrounds, and fair animation. Nice little extras include between level artwork, being able to begin on one of three levels before each round and the SEGA! yell when you flip the switch (it's just like the commercials). The moves and playability are similar to the Genesis version and the levels are just as long or longer. The one mighty downfall is the usual...turn that music off! If Sega dropped a better sound chip in this little sucker, boy, would we have a hand-held. The graphics of late have been great. X-Men is another strong title. While it's not quite up there with Shinobi, it's mighty close. - Mr. Goo





The mighty hero, Radioactive Man, has been kidnapped by "Brain-O The Magnificent" and is being imprisoned in the dreaded Limbo Zone. It is up to Bartman to save Radioactive Man from imminent doom and to foil Brain-O from any more wrong doing. He's bad, he's cool, he's...purple? Take heed, lowly citizens of Springfield, Bartman is on his way to the Sega Game Gear to fulfill his heroic destiny. Your quest will take you through 14 action packed levels all filled with sharp, colorful graphics and there are lots of different play techniques to master. One word of warning however, it will take patience and much perseverance to get far in "Bartman meets Radioactive man" so take it easy and watch out for those blind jumps. -K.LEE



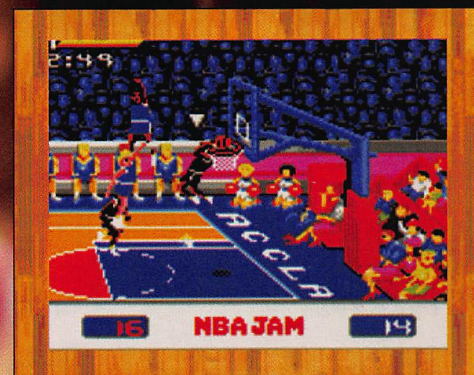
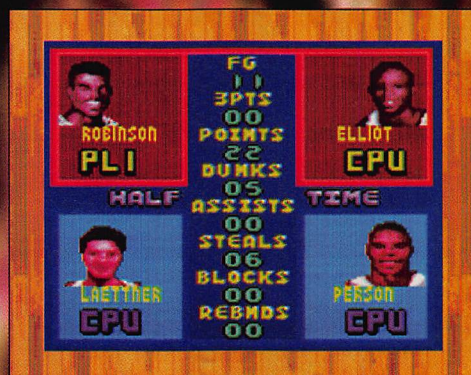
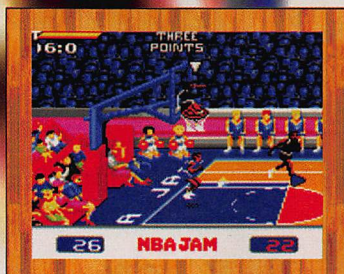
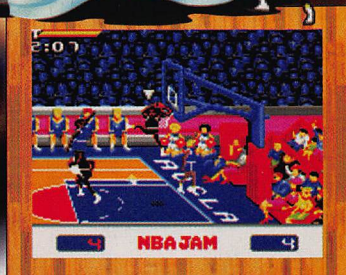
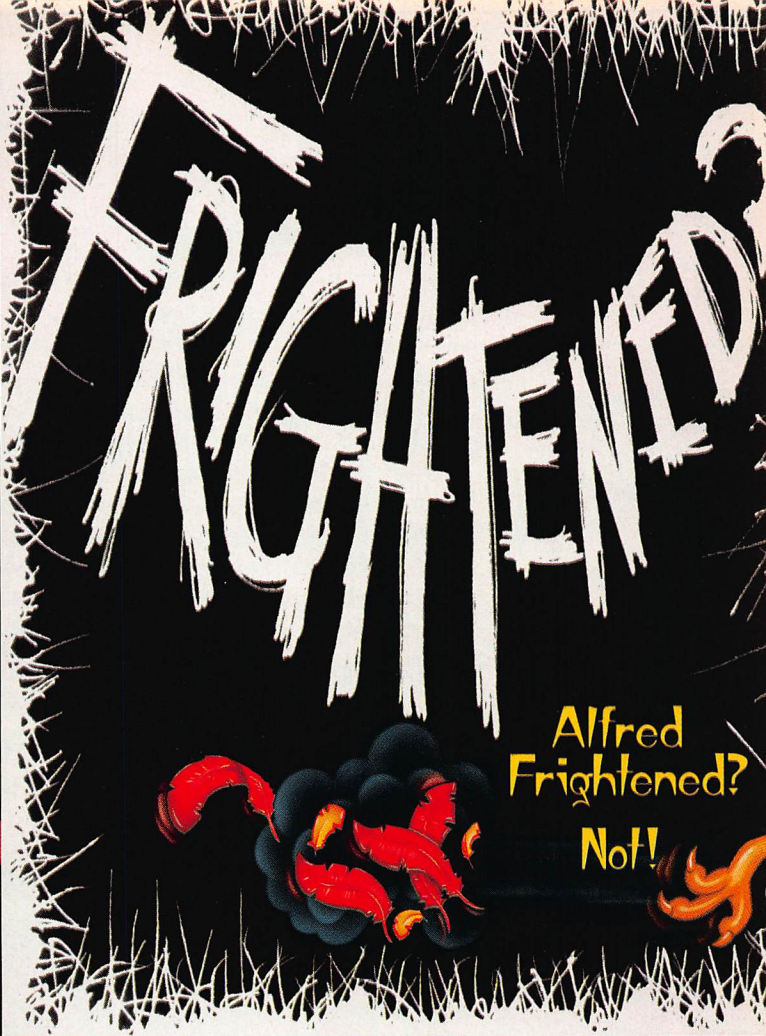
HANDS ON PORTABLES

ACCLAIM • 2 PLAYER • 4 MEG • MARCH



Acclaim has really been successful with their Game Gear translations. First there was Mortal Kombat, which no one expected much from and now

they've delivered an excellent version of NBA Jam. This is one of the best playing GG carts to date, with the exception of the voice and music, it is a pretty accurate translation of Williams' arcade game. You have to keep reminding yourself that this is a Master System! IF you own a Game Gear, you've got to have this game. Then you'll be jamming on the go! - Talko

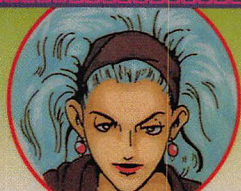


POWER INSTINCT

豪血寺一族



ANGELA BELTI



WHIP ATTACK

←(HOLD) →+PUNCH

THUNDER ROLL

A+C (SIMULTANEOUSLY)

BODY ATTACK

←(HOLD) →+KICK

SMASH KICK

WHILE JUMPING ↑↓+KICK

One of the most talked about games at the most recent AMOA show held in Anaheim, California last October was Power Instinct by Atlus. We have now come to expect the leaders of the one-on-one fighting genre to be Capcom with their Street Fighter series and Midway with MK and MK2. These two companies, however, are now being challenged by companies like: SNK, Sega and, with Power Instinct, Atlus is now joining the battle for top spot in the arcades. Your controls consist of a joystick and

WHITE BUFFALO



ARROW SHOT

←↓↑→+PUNCH

FLYING ELBOW BLOW

WHILE JUMPING ○+PUNCH

CHARGING BUFFALO

↓(HOLD)+↑KICK

SMASH TACKLE

←(HOLD) →+PUNCH

HATTORI SAIZO



FLAMING DRAGON BOMB

↓↓←+PUNCH

TSUNAMI SLASH

WHILE JUMPING ○+PUNCH

DRAGON FLAMING FLASH

↓↓→+PUNCH

BLUE FLAME SLICER

←↓↓→+KICK

ANGELA BELTI



WHIP ATTACK

←(HOLD) →+PUNCH

THUNDER ROLL

A+C (SIMULTANEOUSLY)

BODY ATTACK

←(HOLD) →+KICK

SMASH KICK

WHILE JUMPING ↑↓+KICK

KEITH WAYNE



KNUCKLE BOMBER

←(HOLD) →+PUNCH

SPIRAL KICK

↓↘→+KICK

LIGHTNING FLASH

↓↙←+PUNCH

ROLLING CANNON

→↘↓+KICK

REIJI OYAMA



THUNDER BALL

↓↘→+PUNCH

FLYING DRAGON PUNCH

→↓↘+PUNCH

THUNDER KICK

PRESS KICK RAPIDLY

SUPER SPIN KICK

WHILE JUMPING ○+KICK

THIN NEN



FLASHING THUNDER FIST

←↔←+PUNCH

FREEZE CURSE

→↘↓↙←+A+C (SIMULTANEOUSLY)

ORO BALL WAVE

←↙↓↘→+A+C (SIMULTANEOUSLY)

THUNDER KICK

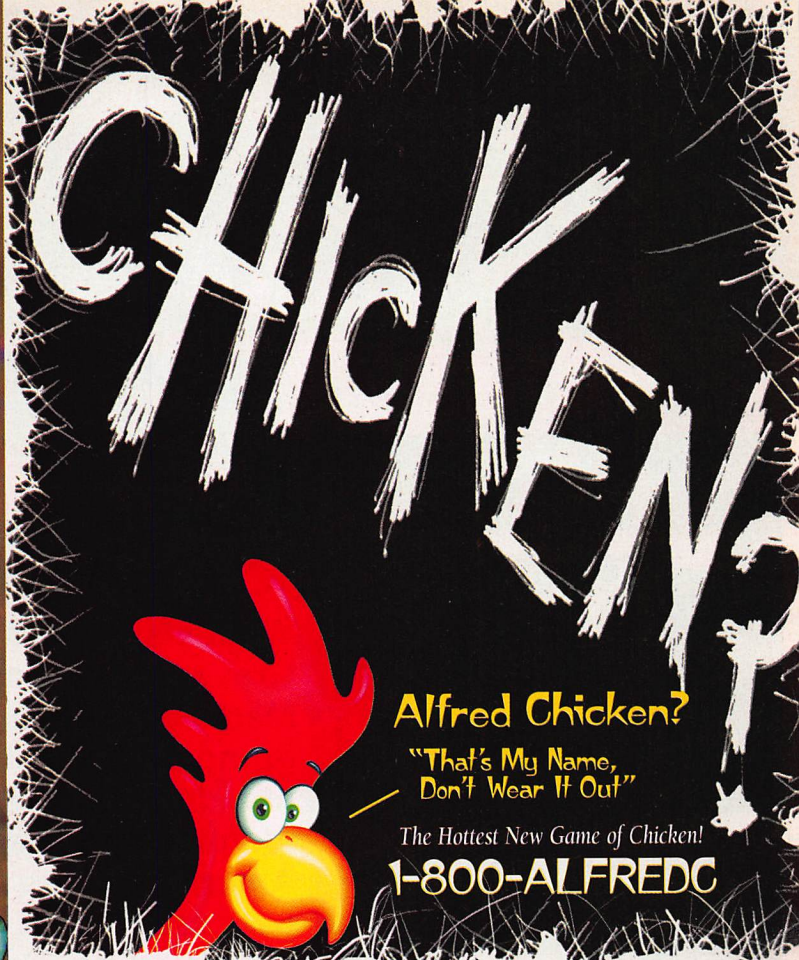
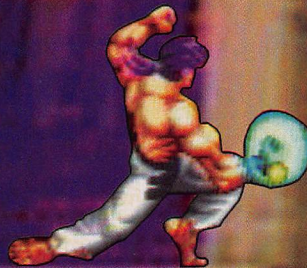
↓↘→+KICK



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CRUNCHERS



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four buttons (strong and weak punch or kick). To do double jumps at any point in the air, tap twice on the joystick and you can also do a double tap to dash forward or back. You can choose from one of 8 fighters, your aim being to obtain the seat as the new leader of the Gogetsu clan. Many of the newer arcade fighting games offer something unique to set them apart from the rest of the pack and Power Instinct is no exception. In Power Instinct, you will see anything from flying dentures, to whips, to speeding buffalo heads. Overall, it's a good game with great animation, decent music, lots of cool special moves and, most importantly, great play control. Due to hit arcades this winter, Power Instinct has the potential to do some damage against the more famous one-on-one fighting games. -K.LEE



GOKETSUJI OTANE



FLYING FACE ATTACK

(HOLD) ↓ ↑ + PUNCH

FLYING DENTURE ATTACK

← (HOLD) → + PUNCH

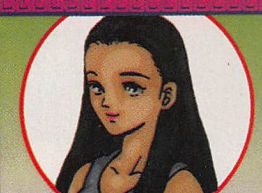
SHOOTING COMET ATTACK

→ + PUNCH REPEATEDLY

AIR KICK

WHILE JUMPING ↑ ↓ + KICK

GOKETSUJI OTANE (AFTER TRANSFORMATION)



HEART BOMBS

↓ ↘ → + PUNCH

RAINBOW WALL

← (HOLD) → + PUNCH



THE GRAVEYARD

MICHAEL JACKSON'S

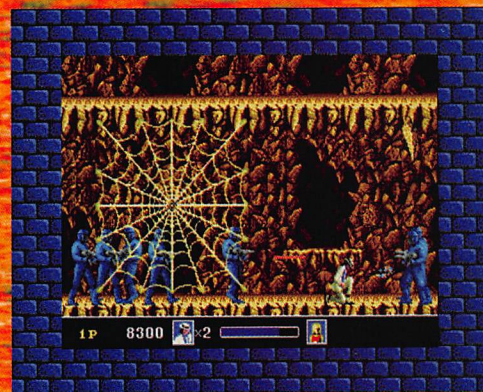
MOONWALKER

What else would we stick in the Graveyard this month? With the Media chasing Mike like a Pitbull going after a Porterhouse we just couldn't resist. Plus I get a chance to voice how it sickens me that the American press is no more then an over rated freak show. I guess ratings have now become more important than human dignity. Innocent or guilty, to go after a guy who has done more for kids then all the politicians and news hounds combined and basically destroy his reputation before the truth is known is unspeakable. My dog has more tact. OK enough satire. Back when the Genesis was a young puppy the game you see here was a big deal and, even though it looks





a little aged with less detail in some of the backgrounds and slightly repetitive Thriller tunes, it is still a fun and unique game. MJ Spins, Moonwalks, dances, and slides down banisters as he travels throughout music video backdrops rescuing children from the clutches of the evil Joe Pecs, remember that video? The 'ol Sega sound chip works overtime all the way through grunting out tune after tune from the record breaking Thriller album. So, if you've never played it, or you're a big MJ fan, it's worth a look, and who knows? With all that's going on it may become hard to find.



PAC-ATTACK



Win big with Namco, Suncom Technologies and your favorite video game magazine, DieHard GameFan! Play PAC-ATTACK for the SNES and you could win big prizes!!!

PAC-ATTACK is a puzzle game with three modes: 1-player, 2-player and 1-player 100 level mode (so there should be 11 passwords to send in!). Of course, you can lay the other two modes for practice and fun!!! All correct entries will become part of a random drawing for the following prizes...

CYBERPad PROGRAMMABLE CONTROL PAD WITH MEMORY



Put the power of a computer CMOS Microcontroller in your hands. Program and play back combination moves with the touch of a single button. Switch ANY buttons function to another. Battery back-up memory saves your programmed moves, even if your system is turned off! Even rapid fire and slow motion capability.



One **GRAND PRIZE:**

- \$500 gift certificate at your choice of one of the following video game stores; Toys R Us, Blockbuster, Software Etc., Electronic Boutique and Kay Bee.
- A cool Namco Pac-Man jacket.
- A Super Nintendo hardware system plus five (5) games from Namco's library.
- CYBERPad for SNES from Suncom Technologies
- A one year free subscription to DieHard GameFan magazine.

Two **FIRST PRIZES:**

- \$250 gift certificate at your choice of one of the following video game stores; Toys R Us, Blockbuster, Software Etc., Electronic Boutique and Kay Bee.
- A Super Nintendo hardware system plus three (3) games from Namco's library.
- CYBERPad for SNES from Suncom Technologies
- A one year free subscription to DieHard GameFan magazine.

Three **SECOND PRIZES:**

- \$100 gift certificate at your choice of one of the following video game stores; Toys R Us, Blockbuster, Software Etc., Electronic Boutique and Kay Bee.
- Two (2) games from Namco's library.
- CYBERPad for SNES from Suncom Technologies
- A one year free subscription to DieHard GameFan magazine.

Ten **THIRD PRIZES:**

- One (1) game from Namco's library.
- CYBERPad for SNES from Suncom Technologies
- A one year free subscription to DieHard GameFan magazine.

Send your entry on a 3" x 5" postcard with your name, address, phone number, age and gender to:

PAC-ATTACK CONTEST
c/o DieHard GameFan Magazine
6400 Independence Avenue
Woodland Hills, CA 91367



PAC-ATTACK CONTEST RULES: No purchase necessary. For the correct answers, send a stamped, self-addressed, business-sized envelope to PAC-ATTACK CONTEST, c/o DieHard GameFan Magazine, 6400 Independence Avenue, Woodland Hills, CA 91367. Contestants must be U.S. residents. All entries must be postmarked on or before February 28, 1994, with correct passwords and complete information to be eligible for the drawing. One entry per person. Only one prize per household. DieHard GameFan Magazine, Namco HomeTek and Suncom Technologies are not responsible for late or lost mail. Employees of GameFan Magazine, Namco HomeTek, Suncom Technologies, and their subsidiaries and affiliates, are not eligible, nor are any members of their immediate families. All materials submitted, including without limitation, the ideas and expression of those ideas, become the property of GameFan Magazine and will not be returned. Sixteen (16) winners will be selected from a random drawing by the GameFan judges, who shall have complete and sole discretion in selecting winners. All decisions are final. All taxes on prizes are the sole responsibility of the winners. Winners release GameFan Magazine, Namco HomeTek and Suncom Technologies, and their subsidiaries and affiliates in all matters relating to the use of prizes. No substitution of prizes of cash equivalent allowed. Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, restricted or taxed by law, and otherwise governed by California law. Namco HomeTek, Suncom Technologies and GameFan Magazine reserve the right to cancel this promotion at any time with appropriate notice. Winners will be notified by mail by March 15, 1994. For a list of winners, please send a self-addressed, stamped envelope to the above address. PAC-ATTACK® & ©1993 Namco Ltd. All rights reserved. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America. ©1991 Nintendo of America. CYBERPad is a trademark of Suncom Technologies, Inc.

MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo

Entertainment System in a hot new game:



The object of the game is to line up

blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your

way. Never fear, Pac will save the day!

- Three modes of play:
One player!
Two player head-to-head munch fest!
100 level puzzle game!

Smoking sound track!

Cool graphics



Go Head-to-Head with friend
in 2-player mode!



Line 'em up!
Chow 'em
down!



Wrack your brain with the
puzzle mode!



Munch Fest!

Warning:
Pac-Attack is highly addictive.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



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namco



3000

AN INTERVIEW WITH CORE

You might have noticed how Gamefan has always harked on about English developers Core Design. But we feel if a company commits itself to producing quality games then the players should now about it. Heck, if only more would have this attitude, eh? Established about five years ago, the team now comprises about 45 people and can be found hidden away (if you look hard enough) in a sleepy town called Derby, about 60 miles south of Manchester. Gamefan's European correspondent, the Ripper, spoke to Managing Director, Jeremy Smith about the past, the future and the things that make Core tick...

BY THE RIPPER

Well, it had to happen sooner or later. With so many European companies now making the big time-producing games for Sega, Nintendo, 3DO, Atari and well...just about everybody, it's time to gear up for Gamefan's coverage of the scene in Europe. Every month, I'll be eager to feed you with the latest gossip, rumors and news of the most exciting developments as they happen here in the UK and the rest of Europe. So, let's get moving...

Anyone out there hear of Core Design? Thought so... In this section, you'll find an interview with Managing Director, Jeremy Smith, and a look at some of their smart, new Sega CD titles like Battlecorps and Soulstar. If you thought Thunderstrike was good, think again. But first let's talk about Argonaut and the Super FX 2. Yes, that's right...the creators of the Super FX chip and Starfox are based just outside of London and are currently working on three new Super FX titles for the SNES. First, and most exciting, is Starfox 2. As the Super FX 2 delivers approximately 30% more speed than the original chip (it runs at 21 Mhz but is still restricted by the architecture of the SNES), Starfox 2 now includes a split-screen viewpoint for two player action and a multitude of options. The game's been taken off of the rails so that you get full freedom of movement in head-to-head battles and full, single screen, simultaneous play too! This game's currently more complete than FX Trax, which is being handled by two Argonaut guys based at Nintendo's HQ in Kyoto, under the watchful eye of none other than Miyamoto Sam. Ever seen the Argonaut logo? Well, you might if Nintendo let them keep it on the texture-mapped roadside signs in FX Trax! Expect this and Virtua Racing to light it out at CES.

As well as Starfox 2, Argonaut are also handling Ectobram's Citadel and Takara's Transformers game. Both use the Super FX 2. The 3D polygons in Citadel are currently being handled by freelance programmer and top 3D specialist Michael Powell, who is well known in the UK for producing some of the most impressive 3D graphics on the Amiga and PC. As you'd expect for the FX, the 3D polygons are great but the game play looks like it might hold a few more surprises. Full freedom of movement, different vehicles to transform into and lots of weapons and more besides. Funny enough, Takara's game, brandishing the Transformers' license, is looking surprisingly similar too.

And 300? Well, Argonaut is on the case again. And this time for Virgin. Creature Shock is the working title for a stunning 300 game coming out next year. The scaling effects and full motion video are hugely impressive. Finally, there's Primeval, under wraps for Sony. Again, the 24-bit art and motion video will leave you breathless. If Crystal Dynamics don't convince you about 300, Argonaut will. Other news in the UK concerns the Jaguar. LTD, the creators of Cybermorph are already well into producing the sequel, Battlemorph, which should be arriving late in '94. And, also, a Jaguar conversion of the Lynx game, Blue Lightning. Expect some screen shots shortly. As for the Jaguar, some units have just gone on sale here in December but the official launch won't take place until March, 1994. Until then, British gamers will probably be more concerned with Commodore's new 32-bit console, the CD 32. Amazingly enough, the system went on sale here in England with no games available for it (you think 300's hot?). But, finally, releases are starting to snowball...well, okay, trickle. New releases include the fabulous Captive 2 and, soon at least, Syndicate, the fantastic shoot 'em up from top developers, Bullfrog. A SNES version is imminent too, but won't feature the blood as seen in the computer versions. Rest assured, the 8 meg title will use the mouse.

Anyone out there like Super Turrican? Well, German developers, Factor Five, are currently working on the sequel, Super Turrican 2, which will come on a 12 meg cart-three times the original...expected in late '94. And Another World? Well, original developers, Delphine, are hard at work on Another World 2 for the Sega CD, which also includes the original game and Flashback 2 for the Mega Drive.

Finally, there's a secret new console coming to town. To be unveiled at the Las Vegas CES in January, the TNE Multisystem player has been developed by hardware engineers from MSU. Originally a Welsh joystick company, Konix had planned to take on Sega and Nintendo in the heady days of the late eighties. Now, they've returned with a vastly beefed-up spec. and a joint deal with Taiwanese corporation, TNC, incorporating a 25 Mhz CPU, a Blitter chip and a Texas Instruments DSP, this double speed CD console is currently cloaked in non-disclosure agreements but rumors suggest that the system resembles a domestic CD player. An initial lineup of games is said to include FIG-a flight simulation, Team Suzuki-a bike racing game, Lotus Challenge-Grenlin's two player racing game and Robocod, a souped-up version of Millennium's popular platform title. See you (well, not actually) next Month.



JEREMY SMITH
MANAGING DIRECTOR

GF: Okay Jeremy, perhaps you could start by explaining why Core Design is so committed to the Mega CD while most people are still sticking to the Mega Drive?

JS: Simply because we're 2 1/2 years ahead of everyone else. As it stands, it's far easier for us to carve a niche in the Mega CD market because the system has less software and it's easier to shine through. Everyone's having a pop at the Mega CD but no-one's doing it particularly well. As far as the software goes, something like SoulStar is twice the game that Thunderhawk is, and for a 16 bit machine the Mega CD's now doing some spectacular things. It's actually a great machine for our programmers to work on. So, for the next year or two we'll be pushing hard on the Mega CD and we've got five titles planned including SoulStar, Battlecorps, Heimdall and a couple of other new projects including one called Chuck Rally which'll be a Super Mario Kart-style racing game starring Chuck Rock and Chuck Junior.

GF: But what about the Mega Drive? Do you plan to keep supporting it?

JS: Oh yes, but not quite on the same scale. On the Mega Drive we can be as technically brilliant as the next guys, but inevitably there's always going to be a big license that'll sell more. On the cartridge side we're just one of a handful of publishers, so we'll probably just focus on one, maybe two titles a year, but really do the business on them and make them special. We're really pushing the boat out on Skeleton Krew, and that'll go onto the Amiga CD32 as well, and possibly the Mega CD too.

GF: What about future plans? What other formats do you have your eye on?

JS: I see 3DO as a long term thing. If it takes off, that is. We're not doing anything for it at the moment but I think the machine's got the legs - I see it fitting into the Philips CD-i Multimedia category along with the new Sony machine. We're heavily engrossed with Sega, so our payback is Saturn. And Sega are being very canny about who they're letting work on the machine. By not developing for 3DO, Jaguar, and Sony they've given us the chance to work on Saturn, which will start in early 1994. The only other formats we'll be investing heavily in are PC CD ROM, because we see the PC market as stable, and the Amiga CD32 which will get Heimdall 2 and Skeleton Krew.

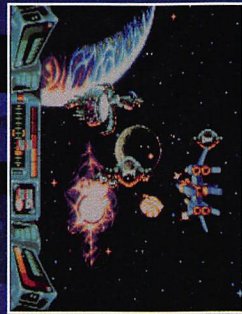
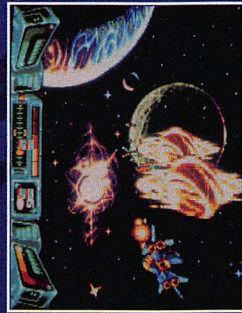


MARK AVORY
PRODUCER OF THE INCREDIBLE HULK

GF: You mentioned Saturn. How do you rate it?



One of Core's newest Mega CD projects, Battle Corps, uses the same engine as AH-3 Thunderstrike. Battle Corps places you behind the controls of an armored Bipedal Attack Machine (a big mech. walker) which stomps and shoots its way across three 360 degree, texture mapped moons. Features include 9 3D bosses with alien voices, full use of hardware sprite scaling and rotation, and so many more you'll have to tune in next month.

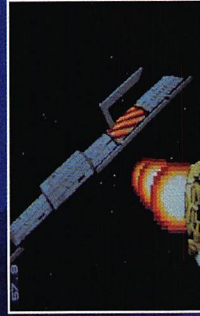
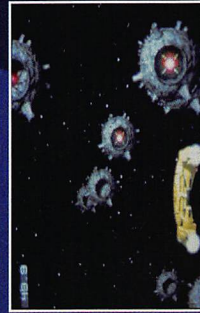


Core's Soul Star is a spectacular 3D-CD arcade blaster where one or two players must fly, drive, and shoot across six planets of the Soulstar Planetary System. The 3D modeled and rendered craft morphs on screen into a Sub, a Turbo Copter and a Strike Craft. Over forty missions will keep your Mega CD warm and toasty.



The Military Ascertainment Department has their hands full. The Deadly Enforcement Aggressive Destruction inc., owned by the evil x-mortician, Moribund Kadaver, has taken over a huge cryogenics plant on the outskirts of Monstro City.

Looks like it's time for the skeleton crew. A MAD's team of morbid mercenaries, to clean the streets of evil Psyko Machines. By Core, for the Sega Genesis (Available Summer '94)



Virgin's Creature shock - by Argonaut for the 3DO

are dripping out to keep people interested, but I'm up to my neck in non-disclosure agreements, and Sega are terrified of casting a shadow over their existing hardware too early. If people get too excited about Saturn now, the Mega CD will have an even tougher job of selling than it faces at the moment. And being committed to the Mega CD, I can sympathize with this.

GF: What about Sony? How do they fit into the equation?

JS: I see Sony pitching their machine very firmly at the Multimedia market currently occupied by Philips and 3DO. They're all going for that huge electrical branded goods business, whereas if you look at Sega and Nintendo they pitch their goods at the toy business - which effectively is what their consoles are - toys. The downside with the Sony machine is that I think they will struggle to get the software support. 2 1/2 years ago we had a contract with them to write software for the Play Station, but look what happened to that. I think Sony's biggest problem is themselves, they simply don't have what it takes to get good software support.

GF: So, you're not convinced about a multimedia standard being set in the market just yet?

JS: I'm sure that eventually it will come to that, but I think there are more years left in the pure entertainment arena, which is what the Mega Drive and SNES deliver, pure entertainment. And I'm sure that the Nintendo-Silicon-Graphics-this-that-and-the-other dream machine will be pitched at the same market.

GF: Are you not even tempted by the Jaguar?

JS: It's a wonderful piece of kit and some of our Mega CD stuff would translate onto it easily, but it also conflicts with our current business strategy. Personally, I think that if Nintendo had any sense they'd buy the Jaguar! If they did that they'd have a good chance to wipe the floor with everyone.

GF: And finally we come to the new kid on the block... the revamped Konix?

JS: (Laughs) Well, I was around for the first Konix and I remember sitting in this room in Wales and boss Wyn Holloway was demonstrating the ridiculous chair that was supposed to be available with it. He almost pulled it off as well, you know. As for the souped-up Konix (laughs yet again), they approached us about a year ago, but we weren't interested. The problem with the size of this company, and I would imagine many others, is that you've got to back one machine and believe in it, because there's no way you can cover them all.



GF: In what direction do you see your games heading in 1994?

JS: I don't think you'll see another platform game from us for a long time. The genre's dead as far as I'm concerned. The problem is that everyone else is coming to the same conclusion, and isometric games like Skeleton Krew are probably the next big genre that'll get done to death. Our basic rule of thumb is to carry on delivering fully interactive games, and as far as CD ROM goes, that means forgetting about full motion video for gameplay. Players still want proper action, and that's what we'll continue to give them.

GF: Okay, thanks a lot Jeremy. Best of luck with the future.

JAPAN NOW!



Japan News Network

Happy New Year! How was your '93? Since several major companies have announced new systems, '94 will be the war of next generation video game systems. I will be bringing you hot and fast information for those systems this year. So keep in touch!

First news for 1994; it seems like Sony's **PS-X** (code name) is doing well. First of all, in our December issue, I mentioned that Sony might have a difficult time acquiring 3rd parties, whoops....guess what!? Namco has become the first licensee for the PS-X! Are you wondering which game will be out first from Namco? Namco has the world famous 3D racing game; **"Ridge Racer"** and also the incredible 3D shooter **"Galaxian 3"**. Ridge Racer was shown at the AMOA show in 1993 but Galaxian 3 was not there. Ridge Racer is now an extremely popular racing game in

Japanese arcades. According to my reliable source, Ridge Racer will be the first game for the PS-X. If Namco uses the PS-X's full potential, they can translate this game almost 100% exact! In a recent press release in Japan, **Konami** announced that they will also be developing games for the PS-X! You might not fully understand these specs, but this system will beat just about anything announced to date-this is serious hardware. Sony showed 2 demos of working titles; a Ridge Racer type racing game and a 3D adventure similar to Virgin's 7th Guest. I was not present but my sources say they were totally impressed. More 3rd parties have signed licensing agreements but they haven't been formally announced yet. For more PS-X information stay tuned for the next Japan Now!

PS-X specs. as of 12/93:

Main CPU:

- 32-bit RISC (custom R-3000-A)
- Clock speed: 33 MHz
- Calculation Ability: 30 MIPS
- Command Cache: 4 Kilobyte
- Data Cache: 1 Kilobyte
- Bus Band Range: 132 MB/sec.

Geometry Engine:

(High Speed Matrix Calculator)

- Calculation Ability: 66 MIPS

- Polygon Calculation Ability: 1.5 million polygons/sec. (flat)
- 50 thousand polygons/sec. (glow & texture + light calculation)

Data Compression Engine:

- Calculation Ability: 80 MIPS
- CPU, Bus direct connection
- Built in JPEG/MPEG-Subset/H.261

Graphics:

- Full Color Display: 16.7 mil. colors
- Resolution: 256 x 224 to 640 x 480 (max)
- Sprite/BG drawing
- Frame Buffer: Adjustable Size
- Line limit: Unlimited
- Unlimited CLUT
- Scaling and Rotation for each individual sprite: 4,000 sprites max: 8 x 8

Polygon Hardware Rendering:

- 360 thousand polygons/sec. (max)
- Texture Mapping
- Flat and Glow
- High Speed Geometry Calculation by GTE (Geometry Transfer Engine)

Sound (16 bit):

- ADPCM Sound Module x 24 channels
- FS: 44.1 KHz
- Digital Effect
- Pitch control-Envelope
- Looping-Digital Reserve

Data Save:

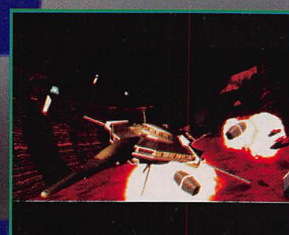
- Uses RAM cartridge



PS-X Demo



Arcade Ridge Racer

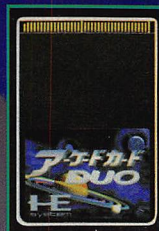


Arcade Galaxian³

More new system info.; NEC HE has announced their new, next generation 32-bit system called **"FX"** (code name). In May of '92, Hudson announced their new 64-bit hardware; **"Tetsujin"** (Iron Man) but this project has been phased out. NEC has officially announced in several newspapers that they will be using Hudson's chip to develop their new system. Let me tell what I know about the FX. First of all, the main CPU will be NEC's V-810. This CPU allows you to send 5 commands at once (RISC type) and it is faster than a normal PC's CPU. The CD-ROM drive will be more than 2 speeds and full color graphics. Main memory is still unknown. Since NEC was the last to announce their new 32-bit machine, I don't have the actual specs. and information...yet. This system is obviously CD-ROM and not compatible with PC Engine and Turbo Grafx. Hu Cards. I'll have more next month. The PC Engine's **Arcade Card** has been pushed back to March. A likely reason would be the huge fire at the factory in Japan where they make DRAM. This factory was responsible for 60% of the world market. So, they are obviously short on DRAM. They have finally come up with the actual photo. of the Arcade Card (see below). NEC will be releasing two different ACs. One for regular PC Engine CD-ROM and one for the Duo. Retail cost of ACs are about \$128 for regular CD-ROM and \$178 for the Duo. Of course, these prices are in Japan. I'm not sure whether TTI is bringing them out in the US or not...I highly doubt it. It sounds expensive but you will be able to play high quality arcade titles on your PC Engine, so that's not bad...I guess... There are some SCD titles that are compatible with the Arcade Card which are; Flash Hiders, Emerald Dragon and Debut. About 12 third parties are developing games for the AC as of Nov. '93.



Arcade Card Pro



Arcade Card Duo

One of my sources found out that Nintendo is making Mario for their Project Reality. I'm not sure about this rumor but since Mario is Nintendo's top selling character, there is a good possibility. Seems like they will be releasing 2 to 3 titles at the time of the release of their 64-bit system. Mario, F-Zero 2 and...? This month, there is no new information on Sega's **Saturn** because there have been many changes in the specs. since we last printed them. Sega is still considering the cartridge format, CD-ROM or both. It is certain that their first titles will be VR Fighting and **Daytona**. I've heard Sega is trying hard to make a demo of the Saturn version of **VR Fighting** to show at the Winter CES. So there is a high possibility I'll see it at the show!

Special K's Last Minute Information!

They haven't announced it formally yet but it seems that **Capcom** has signed an agreement with Sony to develop games on the PS-X! If it's true, we'll be able to play Super SF2 on the PS-X! (I hope...). There is a rumor in Japan that there might be an upgraded version of the **3DO** to be released sometime in '94 or '95. I guess 3DO wants to be prepared for the strong upcoming competition. All of the current games will be compatible and there will be an optional hook-up for the previous system, to make it as fast as the upgraded version. Sega's **Bare Knuckle 3** (Streets of Rage 3) has been developed by Sega. This time Mr. Yuzo Koshiro is doing the music solo. Since the memory is bigger (24 meg), there are now 5 characters that you can choose from and they have added more stages. Well, that's all I've heard as of my deadline, so I'll see you all next month.



Super Famicom



Mega Drive/Mega CD



C Engine



TOP 10: JAPAN

Super Famicom

1. J-League Soccer Prime Goal
2. Adventure Of Toruneko
3. Art Of Fighting
4. Street Fighter 2 Turbo
5. Secret Of Mana
6. Super Mario Collection
7. Sailor Moon
8. Ramna 1/2 RPG
9. Crayon Shin-chan
10. Winning Post

Mega Drive/Mega CD

1. Shining Force 2
2. Street Fighter 2' Plus
3. Leathal Enforcers
4. Puyo Puyo
5. Gunstar Heroes
6. Vay
7. Columns 3
8. Sonic CD
9. Shining Force
10. Land Stalker

PC Engine

1. Dracula X
2. Yu Yu Hakusho
3. Patalbor
4. Legend Of Kabuki
5. Power League 1993
6. Majhong Clinic Special
7. Langrisser
8. Startrek Odessey
9. Sankokushi 3
10. Cho-Aniki

was sad to cut this section to 2 pages this month. In Japan, towards the end of the year is the busiest time ever and I could not schedule an interview. One thing I would like to say is since I don't have space to answer those fine letters from the readers of Gamefan, I would like to announce these people, **Charles Broderick**, **Robert Dagg**, **Kent D Edmonds**, **Louis Klapis**, **Shawn Sackenheim**, and **James R Murray**. Thank You very much. You guys are the first fans of Japan Now! I would love to answer your questions, but I don't have enough space. Next month I should have room. So please keep sending letters to cheer me up! I will be the king of international information for the year of 1994! See you guys next month! - **Special K**.

Please Send letters to: Gamefan Magazine/Japan Now! 6400 Independence Ave., Woodland Hills, CA 91367



Other Stuff

Welcome to Other Stuff for '94. Since we have added our new UK section and Japan Now, this section will mostly cover what is currently happening and what the future may bring here in the states.

Since the **Jaguar** seems to be on many gamers minds, let's start with the latest info. on the new cat. Atari has announced 15 new software companies that have signed on for development; Accolade, Activision, id Software, Microprose Ltd, Microprose Ltd (US), Phalanx Software, Gremlin Graphics Ltd, 3D Games, 21st Century Software, UBI Soft International, UBI Soft Inc., Interplay, Millennium Interactive Ltd, Brainstorm and Virgin. This brings the total number of Jag licensees to 35, games are coming! From Activision; look for Return to Zork, from Accolade; Bubsy and their line-up of sports titles, from id Software; Wolfenstein 3D and Doom: Evil Unleashed, from Microprose; 3D Gunship 2000, from Gremlin; Zool 2, and UBI Soft (who represents 80% of the entertainment software in the French market with distribution rights to more than 30 labels worldwide, including LucasArts) plans a number of games for the Jag. If you're into fighting games, here is some info. from the producer of **Kasumi Ninja** at Atari. KN will have lots of blood and gore and they are shooting for a ton of special moves including never seen before fatalities. The game will carry a 'Mature Audience' warning sticker. "We have very good compression routines, so we can fit a lot of data into a very small space". The cart size is currently set at 16 megs. There will also be weapons in the game. We will keep you posted as to what type as the development winds down. The number of characters is not yet set, it could go as high as 20 but 10 is a more realistic number. Most are human (Ninja, UK fist fighter, Bronx female, and an Eskimo) but mythical characters like "Yeti" will be present as well. Atari has already sold out of Jaguars for '93 so now the question is, will they make the January launch as scheduled? Yes, we believe they will. Oh, and one more thing before I go, AVP is going to be rad! A friend who's played a recent version described it to me and it sounds amazing. We'll have to wait until 1st qtr. '94 but it'll be worth it.

Now for some news on the new Neo-Star. . .

The what? you say. There's no release date yet but the word is out. SNK's next game console is currently under development. The new machine is bigger than the current console and boasts both a cartridge and CD port. The system features new cordless joysticks and a larger capacity memory card able to hold 20% more information-to be used for such things as home banking over in Japan. The biggest difference though is the new dual CD-i/CD-ROM drive, able to play special Neo-Geo games. The specs are still not final but here is how they currently stand. The Star is set to be a **32-bit** console and will use RISC CPU's, the clock speed is around 14 MHz. It is capable of a resolution of 640 x 480 pixels and uses a new Super-Scart system to increase the resolution of the normal displays it is connected to. They are aiming for the machine to do polygon graphics and there is speculation that the Star could be the first 3D game machine that will be able to create truly interactive, virtual reality style games. The CD-i feature allows for movie quality sound and graphics to be played with video game interaction via the cartridges. Another feature with potential is the expansion port which would be used for upcoming cable TV/modem connectors that would allow multi-player gaming, 3D glasses and a keyboard (for uses such as home shopping, banking etc.). As we reported some issues ago, a separate CD-ROM is supposedly still in the works which would attach to your existing Neo, offering much of the Stars features. We will bring you more on this new system as it develops. Elsewhere in Neo-Geo news, upcoming is a fighter which will feature characters from Art of Fighting, World Heroes, Samurai Shodown and Fatal Fury. Originally supposedly titled 'Survivor', it is now going by the name; Battle of Destiny. Sources say that other titles planned for late '93/early '94 will be postponed as all efforts go to bringing this huge title out as soon as possible.

In just a bit of Sega news. . .

Recent rumors of the Mega-CD being discontinued overseas should be discarded as sources high-up in SOJ say that they have no intention of abandoning the system at this time. Several new titles are in development-which we will disclose to you as soon as we get the green light. On the software side, **Bare Knuckle 3** (Streets of Rage 3) is nearing completion and should be released by March. The new game is 24 meg and features 5 characters and, yes, Yuzo did the music. Also coming are **Contra** and a new Basketball game from Konami and I think I heard someone say the sec-

ond Castlevania for Sega would be 16 meg. Now, if I just had a time machine.... Aero fans will be happy to know that a new 16 meg sequel is on the drawing board and **Beavis and Butt-head** fans will get a game in '94 as well! **Viacom** (soon to be a household name in the game biz) is readying an ultra cool, interactive adventure starring those two model citizens, Beavis and HUH, HUH, Butt-head. Al swung by and gave us a sneak peak and (although way early) the game looked great. All the hang-outs from the MTV cartoon are in there and it's 2 player simul.. Of course, I'd go directly to Burger World for some of those tasty fries. Following the release of the much anticipated first Sega DSP cart, rumor has it that Virtua Fighters is on the drawing boards for late '94...seems to be a logical choice, wouldn't yah say? Another great Sega title fresh on Japan's unknown list is Outrunners. Although release is imminent, no date is available at this time. I would let out a wailing "Joy" as only Stimpy could if it was anywhere to be found on a screen somewhere in Vegas this January. For a system going into its fifth year, the Genesis is smokin'! A well spent ninety-nine bucks wouldn't yah say? And finally, how about **Sonic** at the Macy's day parade. It figures, you turn a video game character loose on a busy street and he goes freakin nuts! Sonic later said (after they put his head back on) he thought he saw Robotnic behind him so he went to go into a Sonic spin and that's when he met Mr. Lamppost. Sonic blames the fiasco on the people who programmed the street and bad collision detection.

In Nintendo news...

All is quiet before the upcoming CES, but if you've read our Europa section you already know about **Star Fox 2** and **FX Trax**, two of the many strong SNES titles slated for release in '94. Also in the works are a 32 meg version of Capcom's Slam Masters to be followed by, you got it, Super Street Fighter 2. Super may be 32 meg as well. We have also heard inklings that Argonaut Software may be making the hardware for Project Reality, this could not be confirmed at press time but the makers of Star Fox and other up coming SNES wonders seem like a logical choice.

In other news...

Mortal Kombat 2 fans will be happy to know that Probe is on line to the develop the Sega version and Sculptured is back on line for a SNES version. If Sculptured has to take out the blood and violence this time around, MK 2 SNES will be about 2 meg...that's a joke, don't call in. Speaking of the carnage, we printed some useful fatalities around here somewhere.

And, finally, Core (makers of the absolute best Sega CD games and my personal favorite Wonder Dog) is on the move and will be publishing their own sorts in '94. Susan Lusty will head up the US office and we welcome her to the frey-you know where to send those games Susan. Make sure to check out Europa for more info. and an interview with Core, along with lots more exclusive information. See you next month after the show!

SONIC 3 THE HEDGEHOG

Sonic's back already! So far he's done Pinball, CD and now he's headed for the Genesis! This is great, Sonic every month..I could live with that. Will this be the best Sonic yet? We will see February 2nd. Sonic3 features another all new character, "Knuckles", new play mechanics and is said to be the longest yet. Look for a ton of awesome Sonic3 coverage in our next issue. Sorry about the fuzzy shots we had to grab these shots off video tape.

Gameplay elements shown in screenshots include:

- Score: 700, Time: 1:43, Rings: 3
- Score: 11500, Time: 2:40, Rings: 3
- Score: 100, Time: 1:54, Rings: 19
- Score: 1500, Time: 1:00, Rings: 5
- Score: 3000, Time: 1:08, Rings: 100
- Score: 15100, Time: 2:20, Rings: 107

Level names visible in the collage include:

- Azure Lake
- Balloon Park
- Chrome Gadget

Here are some no shows from the AMOA. Japan's got 'em now, so stay tuned to Quarter Crunchers for US release date information.



ART OF FIGHTING 2 - SNK



ULTIMATE FORCE - KONAMI



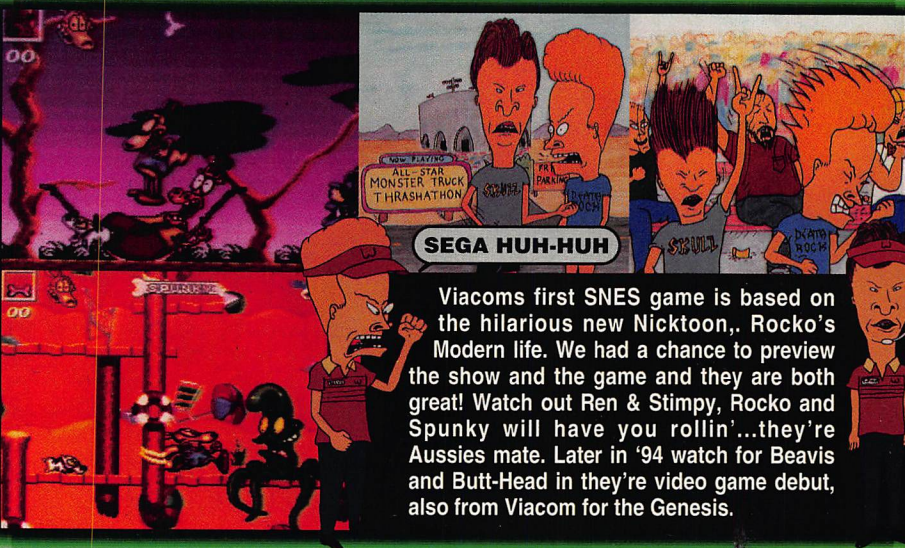
HYPERDUAL - TECHNO-SOFT

DRAGON BALL Z - BANDAI



PERFECT SOLDIERS - IREM

SUZUKA 8 HOURS 2 - NAMCO



Viacoms first SNES game is based on the hilarious new Nicktoon,. Rocko's Modern life. We had a chance to preview the show and the game and they are both great! Watch out Ren & Stimpy, Rocko and Spunky will have you rollin'...they're Aussies mate. Later in '94 watch for Beavis and Butt-Head in they're video game debut, also from Viacom for the Genesis.

BUBSY



Bubsy is now headed for Saturday morning TV. Do I see a trend beginning? Will the video game wars turn into ratings wars?...Aero is said to be right behind him. Will Sparkster swing in next? To bad I'm not an early riser.



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The Software Toolworks Presents
A Geography Learning Adventure
That's Way Cool!



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Travel the world instantly
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Deep within Antarctica,
the evil Bowser has grabbed
Mario and plans to flood the
planet by melting all the snow
on earth.

It's up to you and Luigi to travel
around the world and find the missing
clues to save the world from destruction.
You'll explore exotic locations, collect
valuables, outsmart the thieving Koopas,
master the Globulator, and then
rescue Mario in a surprise ending.

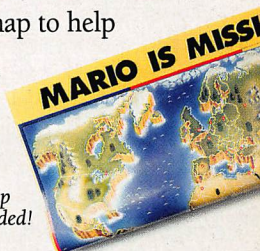


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MARIO IS MISSING! has great 2-D and
3-D graphics, a new Mario music soundtrack,
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Map
included!



Best of all, it's Mario's greatest adventure yet.
Around every shadowy corner, in every exotic city --
there's always something new!

The evil Bowser has your favorite plumber in his grasp
and it's up to you and Luigi to rescue Mario and save the
planet. *It's time for you to be a Mario hero!*

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Help Me!



Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm CRAZY!!

Dear Postmeister,

A few questions about the Atari Jaguar, are all the 3rd party developers European CO's? Are any RPG's in development? What is "Anti-Aliasing" and will the Jag be able to perform this? Will EA support the system? Please give me more screen shots on all of the titles that will be available when the system is released.

Jessie Padilla
Newark, NJ

Dear Jessie,

Currently, the Jaguar has 35 licensees-the newest being Microprose, Accolade, Activision, Gremlin, Virgin and Interplay. Most licensees have both a European and US operation (and some Japan as well), so exactly where the development takes place is up to them. But I'm sure that early on most of the titles will be developed in Europe, where most of the best talent resides. So far, no RPG's have been announced but I imagine that many will, especially the dungeon type which would be phenomenal with the Jags capabilities and seem to be very popular in Europe. For more new game announcements and licensee info., check out Other Stuff on page 160. Anti-Aliasing removes the jagged edges on sprites and other objects, leaving a clean, smooth image and, yes, the Jag can do. As for EA, well I think if Atari sells a heap of systems they may raise an eyelid but with their vested interest in the 3DO I don't think they'll ever develop. Well Jessie, I hope I answered all your questions, jump on a Jaguar as soon as you can and be sure to check out Other Stuff, there's a ton of Atari info this month.

Dear Postmeister,

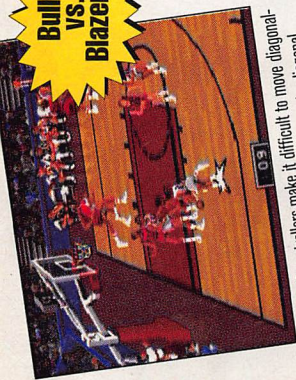
I've come to a conclusion. If you want to do something right, do it yourself. So, like many of your readers, I want to make video games for a living. The future of this industry looks very bright, and I want to be sure it heads in the right direction. I need your help. Anyone can be a programmer (as we all know), but being a successful game designer is what I strive for. The concepts, the planning, the testing of a video game is what I find the most interesting. To do this, I'm asking the utmost authority on the subject (you), what courses to take in college and what to major in. Are there any special schools that have a special affinity for software design? I want to get a jump on everyone else, so I was hoping you could answer my questions quickly. I feel that GameFan is the only magazine worth writing to, since you guys care the most about the industry as a whole. Keep up the great work!

Miguel Hurtado
Arlington, VA

Dear Miguel,

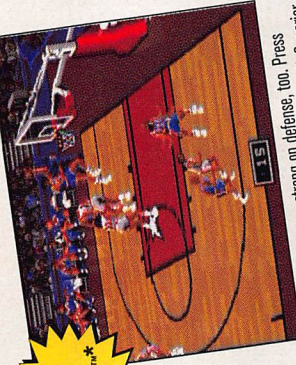
A close friend of mine (I'm crazy but I am connected), David Perry (a great guy and the absolute best 68000 programmer), is going to help me out on this one. Since you sound pretty serious I dropped him a line, so that you and others with the same goal can benefit from his wisdom. Here's what DP says; First of all, I am not aware of any colleges or other continuation schools that give courses in this area, theory is not what you need at this point. Simply go out and get yourself an Amiga A500. You should be able to find one at a very affordable price (much less than that hefty tuition). Now, you'll need an assembler. So track down the Dev Pac from Hi Soft, this is the industry standard. This set up will get you started easily and cheaply as a 68000 programmer. In fact, if you make a good enough game you could actually sell it over in Europe



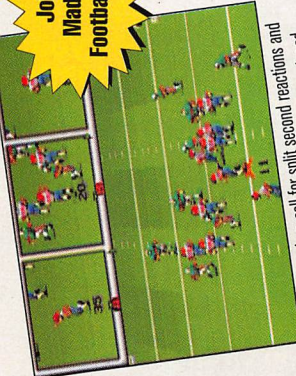


Bulls vs. Blazers™*

Most SNES controllers make it difficult to move diagonally. The TT360 gives you the power to make diagonal drives on the net with no numb thumb!

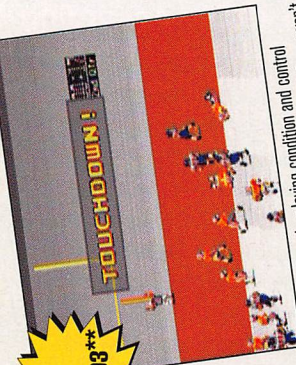


The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.



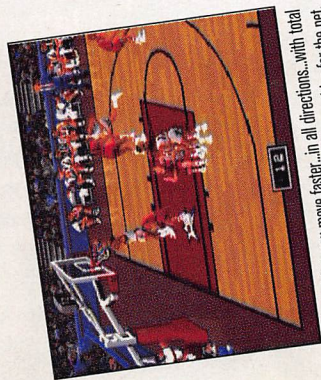
John Madden Football™'93**

Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



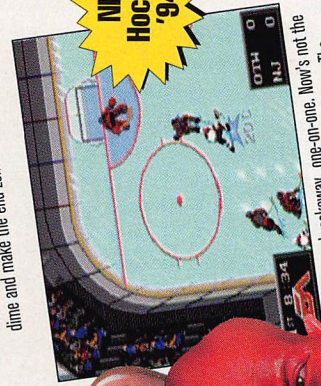
TOUCHDOWN!

Choose winter as the playing condition and control becomes even more important. With the TT360 you won't slipslide away...or mangle your thumb trying to turn on a dime and make the end zone.

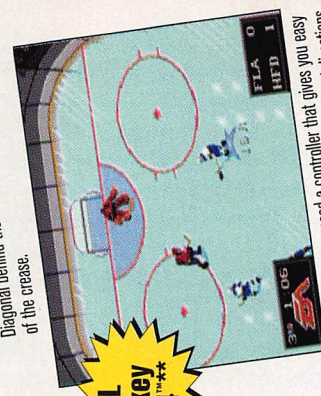


NHL Hockey '94™**

The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.



You're on a breakaway...one-on-one. Now's not the time for your controller to let you down. The TT360's smooth Touch Pad lets you switch direction fast to take out the toughest defense men. Cut to the Left Diagonal and go for the goal.



To be the best, you need a controller that gives you easy access to the diagonals as well as the cardinal directions. Use your right wing to pull your opponents off to the side. Diagonal pass, shoot, and score for victory. The TT360 can make you a winner.

PLAY WITH AN UNFAIR ADVANTAGE

When you play EA Sports® games, you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™. The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate - you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad. So, play with an unfair advantage. Play with the Turbo Touch 360.

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For Genesis, SNES, & Nintendo



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where the Amiga is still huge. There are also many books available that can help you along. Try to find an Amiga dealer in your area and he'll point you in the right direction. If you can't find one write me back and I'll track one down in the Postal 4x4. Believe it or not, DP went from his first Amiga title, "Overlord", directly to the Genesis version of Terminator, which was way ahead of its time. He has since gone on to program Cool Spot, Global Gladiators and Aladdin. And now he's setting up shop by the beach with his new ensemble, Shiny. A long way in a short time. With all the new formats popping out, there's plenty of room for more dedicated programmers. So, I wish you luck. And there you have it. Hey, that's like being a karate student and getting advice from Bruce Lee! So, use this information wisely and when you make your first game it better be good or you'll be getting some surprise mail! Give GameFan the exclusive and send us lots of free games! That's the drill Miguel....good luck!

Dear Postmeister,
First of all, let me congratulate you guys on your first awesome year of GameFan!! Here's hoping for many more years of your incredible mag. Second, I have an important question to ask. I'm twenty years old and I've pretty much spent eleven years surrounded by video games (could ya believe I still like Warlords?). I would like to know what it takes to be an editor or game reviewer like Skid or Sgt. Gamer because basically it's the type of job I'm looking for. Is there any college experience necessary or what? Yes I'm serious-I've owned almost every system available (mind the 3DO and Neo-Geo...out of my budget). Finally, what ever became of Battle Blaze? I swear the Super Famicom version came out almost a year and a half ago and Sammy still isn't on the ball. Thanks for all your help, hope you get some snow tires for your mail truck as a Christmas

present.

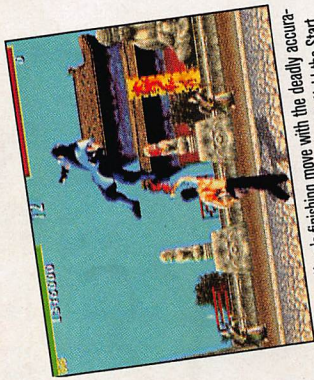
Sincerely,
The Crimson Skyhawk

*Dear Crimson Skyhawk?
First thing you gotta do is drop that code name, it's too dramatic. People will think you're weird (like we're all not). Think of something short that people will remember easily. Second, you need to do what Storm and the others do, absolutely love video games. Not like you do now... imagine having to play games every day, good, bad or boring. You've got to beat them quickly (not to brag but we are all rad gamers) and then accurately analyze them. Then, you have to be able to convert those thoughts into text that other gamers can relate to, so that they can base their decisions on your analysis (at least that's how we do it). This is a huge responsibility. You also may get a call from a developer if you write a negative review, so a good personality helps as well. Hey, you gotta tell it like it is. I guess a good imagination, a good grasp of the English language (although we have proof readers now, remember when we didn't) and the ability to stick with something and work into the wee hours of the morning at crunch time are the key ingredients in a good reviewer. If you can do all of that and love it enough to do it 6-7 days a week, then you can give us a call. Or, write an article and send it into DH, our big chief. He actually reads all of his mail, even if he sits there all night. As for Battle Blaze, they took out all of the nasty stuff from the import and it should have come out eons ago. Maybe the fact that it's not that great of a game has something to do with it or maybe they're making it better. I'll ask 'em at the CES...if they let me in! As for snow tires...I just tie bad games on to my slicks, they get great traction!*

This is one of two letters from Patrick Brown, an intelligent fif-

teen year old that every marketing director should schedule an appointment with.

Dear Postmeister,
Is it just me, or are people incredibly stupid?!? What is with all of this censorship in video games? I am fifteen years old and a freshman in high school. One of the math classes that I'm taking right now is Pre-Calculus. My GPA for the first quarter was a 4.714. According to my teachers, I'm a "very good kid." I've played Mortal Kombat, seen all blood and even ripped off a few heads. You know what? ... I enjoyed it a little too! I'm not about to go to the grocery store and try to massacre every customer in the place! I am fully capable of comprehending the fact that it was just a video game. Why the freak would this video game need to be censored? ... What? To protect the children? Who do you think is playing the game in the arcades?!? Why would anyone want to bring it to a home system if they didn't know that at least a few thousand kids were playing it?!? And if the parents are worried about their kids seeing the blood, then they should actually get involved with their children to see what they were playing! Isn't it the responsibility of the parent to censor what the child sees and not the responsibility of the game company? (I think it's called "parenting" or "being a parent." Could you look it up for me?). I can sort of understand why movies would have to be rated to protect kids; they are a little more realistic than video games. They do have live actors/actresses in the movies. But if I grab a cartridge and plug it into my system, I'm not expecting reality. Even if it is with real actors, like Sherlock Holmes for the Sega CD, I still know it's a video game. I can turn the power off any time I get scared. I am pretty much in complete control of what happens when I play a video game. I can see a Palestinian getting his head literally blown off on



Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



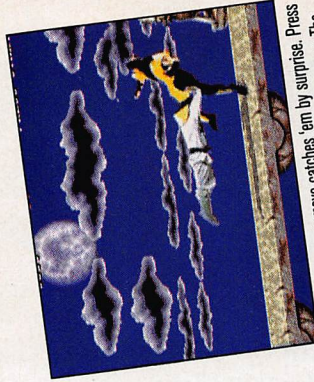
Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



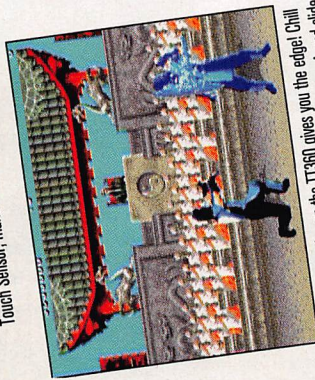
Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



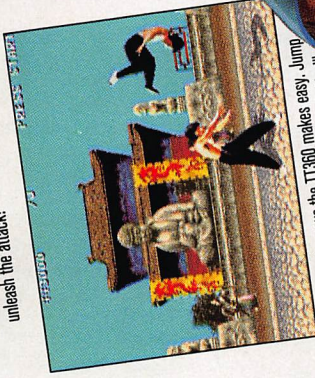
Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



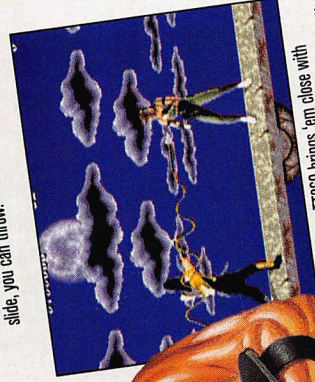
Press Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed, without the numb thumb!



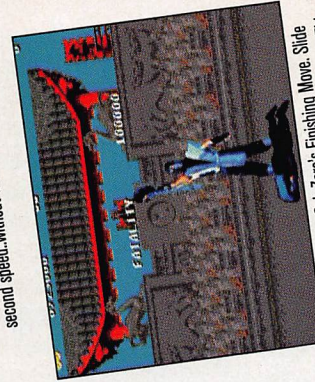
Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.



Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™. The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate - you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad. So, go into Kombat to win - go battle tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

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Turbo Touch 360™ & Mortal Kombat®.
The Winning Combination.

For Genesis,
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Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.

the news (it actually happened, my brother saw it), but I can't see fake blood on a video game. Am I missing something here? Not all people are stupid though, I must say that I loved Betty Nguyen's letter in issue 12. I also loved Chatt Matayanant's letter, that was an awesome point. I'd like to see how you feel about some of the points I've made. Thanks for your time.

Letter number two;

Dear Postmeister,
I'd like to complain about the amount of crud coming out for the Sega CD. The Bionic Gamer nailed it in his/her letter. I also got the system for the games that I saw coming out in Japan. But they're not going to come out in America because Americans are not familiar with the Japanese cartoon stories? If it is a great game, people will buy it. Dragon Ball Z is a great cartoon, and an excellent game. If there was no cartoon, I would still like the game. But since the cartoon is rarely seen in America, the game is no good? That makes no sense whatsoever! The Sonic the Hedgehog cartoon didn't come out 'til after the video game. He didn't exist 'til the game came out. But, since it was a great game, everyone loves him now. Did I see a Mario cartoon before I played the game? No! Did I thoroughly enjoy the game anyway? YES! You see the point I'm trying to make here? The game is not bad just because we may not have seen the cartoon. Maybe the games will cause more people to get involved with Japanese animation (which I have been a fan of for years) and open them up to a new culture. Who knows? Anyway, I've been complaining long enough. Thanks a huge heap.

Patrick Brown Mirmar, Fl.

*Dear Patrick,
Great letters! The point you make on censorship is right on the money. It's funny that you can figure it out while politi-*

cians, talk show hosts and news agencies stumble around like frogs in a French restaurant. These under-educated wannabees have obviously done no actual research with publications like ours or kids like you. But then, if they did, they would find out how wrong they are and then have to deal with society's real problems. Presicely why they don't. These people are basically mooches, they get paid for their so called foresight. I would like to see all the kids being pre-judged like you, voice your opinions on this subject. In fact, if you get your letters to me I'll get 'em to either the proper authorities in Washington (if there are any) or to a local TV or radio station. Who knows, maybe Howard Stern will address these bozos. In response to your second letter, I agree 100%. But here's the marketing perspective; the major chains like EB, Babbages, Blockbuster etc. might not pre-order that many of a title they are unfamiliar with. They are not gamers and have no idea what's good and bad... great, more un-educated people in the loop. They look for licenses like, TMNT, SF2, Jurassic Park, Dracula, Sonic, Mario etc.. That they know will sell even if they suck. That way, they don't actually have to work and that's how nine to fivers are... suits, they get home to catch Roseanne. So, the software companies react. Why take a chance on something new when you can ride the coat tails of a hit movie? That's why games like Gunstar Heroes (our game of the year) get no promotion while average games with big names get splashed all over the media. We do have hope though. Systems like the Atari Jaguar open the doors for programmers in Europe and other countries to be creative and take chances. Many of them are not governed by the powers that be. The only catch is that a huge installed user base is not yet in place. So, the majors will most likely take the safe route with Sega or Nintendo and make an arcade

translation or another sequel. It will take a system like the Jag to take off to wake them up, and that is up to all of us. Japanese animation, such as Dragon Ball Z, being ignored is a crime. It blows away any of our cartoons as do most of Japan's Anime series. There are, of course, those companies like Working Designs that have gamers in the decision making position like Victor Ireland, that will ignore the suits and fight to bring out a game like Lunar. Fight he did, so if you own a Sega CD go buy it. It's RPG of the year, maybe of the decade. As for the Sega CD, well, our hope lies in Europe with companies like Core and Probe, which is precisely why we have started Europa, our new section on the European gaming scene. The US may be all mucked up and watered down but those guys over there are gamers. Most of the really good stuff coming out is being done over there or in Japan. So, there you have it chief-my response to your two great letters. I hope I answered a few of your questions. Always remember, you, the consumer, all of you, dictate what ultimately will happen. So, buy smart (our un-watered down reviews will help). Don't be fooled by a big license or a cool box and I hate to say this but watch out for bad reviews. I've most recently read some very high scores for some very bad games. Be careful! Catch ya next month!

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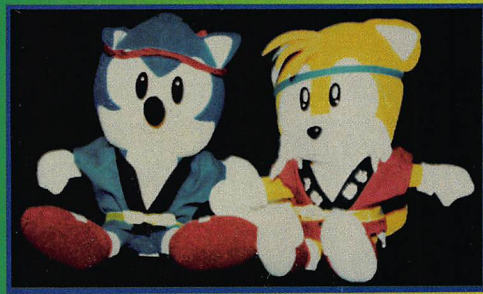
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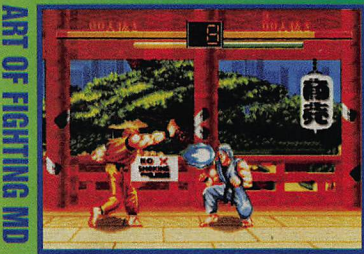
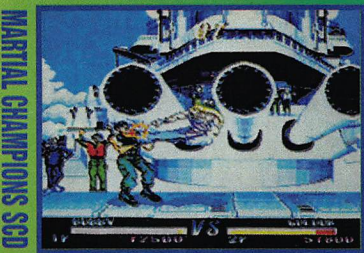
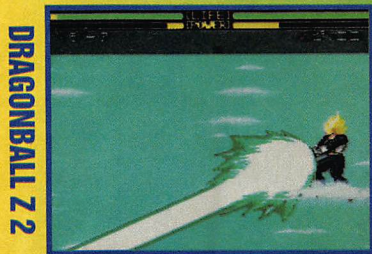
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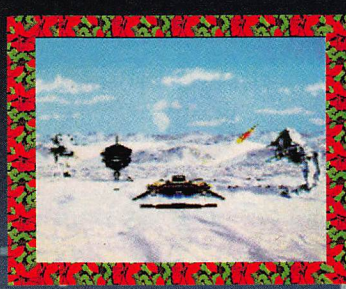
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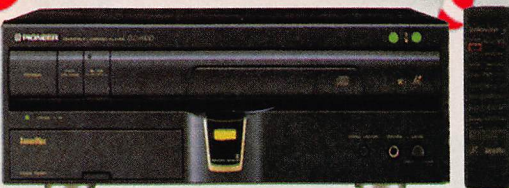
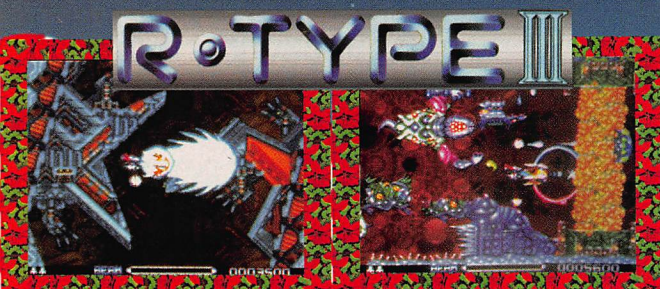
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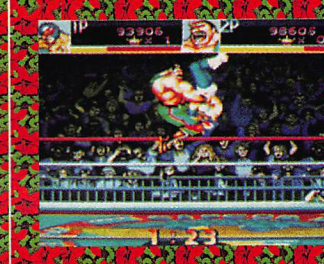
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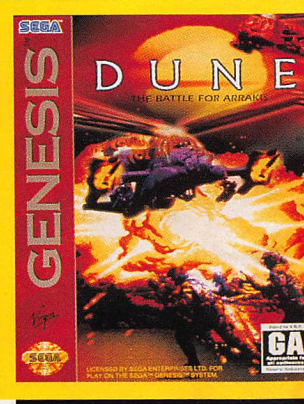


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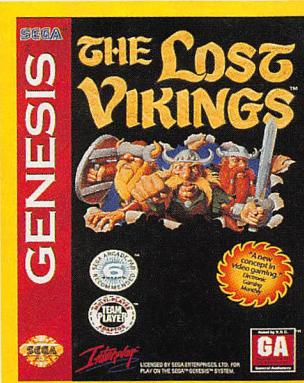
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THE SCHEDULE

JANUARY 1994

GENESIS

SUPER NES

NEO GEO

Goofy	Adv.	Absolute	Art Of Fighting	Fgt.	Takara	Fatal Fury Special	Fgt.	SNK
High Seas Havoc	Act.	Data East	Rabbit Rampage	Act.	Sunsoft			
Indiana Jones	Adv.	Sega	Jim Power: Lost Dim.	Act.	E. Brain			
Beethoven	Adv.	Hi-Tech	Striker	Spt.	Ataris			
Bubble & Skweek	Pzl.	CORE	Champ League Soccer	Spt.	Ataris			
Desert Demolition	Adv.	Sega	Battle Blades	Fgt.	Am. Sammy			
Joe and Mac	Adv.	Takara	Jaguar XJ220	Spt.	JVC			
Fido Dido	Act.	Kaneko	Magic Boy	Adv.	JVC			
Total Carnage	Act.	T*HQ	Winter Olympics	Spt.	US Gold			
Bret Hull Hockey	Spt.	Acolade	Young Merlin	Rpg.	Virgin			
Itchy and Scratchy	Adv.	Arena	Alfred the Chicken	Act.	Mindscape			
Sylvester & Tweety	Adv.	Tekmagik	Claymates	Act.	Interplay			
Road Riot	Stg.	Tengen	Might & Magic III	Rpg.	FCI			
Chessmaster	Stg.	Mindscape	Super Chase	Spt.	Taito			
Chester Cheata 2	Act.	Kaneko	Turn and Burn	Sim.	Absolute			
Wrath Of the Gods	Act.	Virgin	NBA Jam	Spt.	Acclaim			
Pirates Of Gold	Adv.	Microprose	Rocky Mtn.	Spt.	DMTC			
ESPN Football	Adv.	Sony	Spell Craft	RPG	Ascii			
Caesar's Palace	Sim.	Virgin	Ali Heavyweight Boxing	Spt.	Virgin			
Jim Power: Lost Dim.	Act.	E. Brain	Gordo 106	Stg.	DMTC			
Cham. League Soccer	Spt.	Flying Edge	Eek the Cat	Adv.	Ocean			
			Ranma 1/2 Hard Bat.	Ftg.	DMTC			
			Untouchables	Adv.	Ocean			
			Super Nova	Str.	Taito			
			Battlecars	Drv.	Namco			
			Champ. Pool	Spt.	Mindscape			
			Legend	Act.	Seika			
			Home Improvement	Adv.	Absolute			
			Dreamprobe	Adv.	Renovation			
			Lamborghini Chall.	Drv.	Titus			
			False Prophet	Rpg.	FCI			
			F1 Roc 2	Drv.	Seta			
			Hyper V Ball	Spt.	McO River			
			Agassi Tennis	Spt.	Tecmagik			
			Flashback	Act.	US Gold			

SEGA CD

ESPN Baseball	Spt.	Sony	Unleashed	Act.	Sega			
Cliffhanger	Act.	Sony	Battlecars	Drv.	Namco			
Dune II	Adv.	Virgin	Champ. Pool	Spt.	Mindscape			
Jeopardy	Sim.	Sony	Legend	Act.	Seika			
Wheel Of Fortune	Sim.	Sony	Home Improvement	Adv.	Absolute			
Jurassic Park	Act.	Sega	Dreamprobe	Adv.	Renovation			
Last Action Hero	Act.	Sony	Lamborghini Chall.	Drv.	Titus			
Euro Racers	Sim.	Revell	False Prophet	Rpg.	FCI			
Dracula Unleashed	Act.	Sega	F1 Roc 2	Drv.	Seta			
Indiana Jones	Adv.	Sega	Hyper V Ball	Spt.	McO River			
Mega Race	Spt.	Mindscape	Agassi Tennis	Spt.	Tecmagik			
Dark Wizard	Adv.	Sega	Flashback	Act.	US Gold			
Super Battletank 2	Stg.	Absolute						

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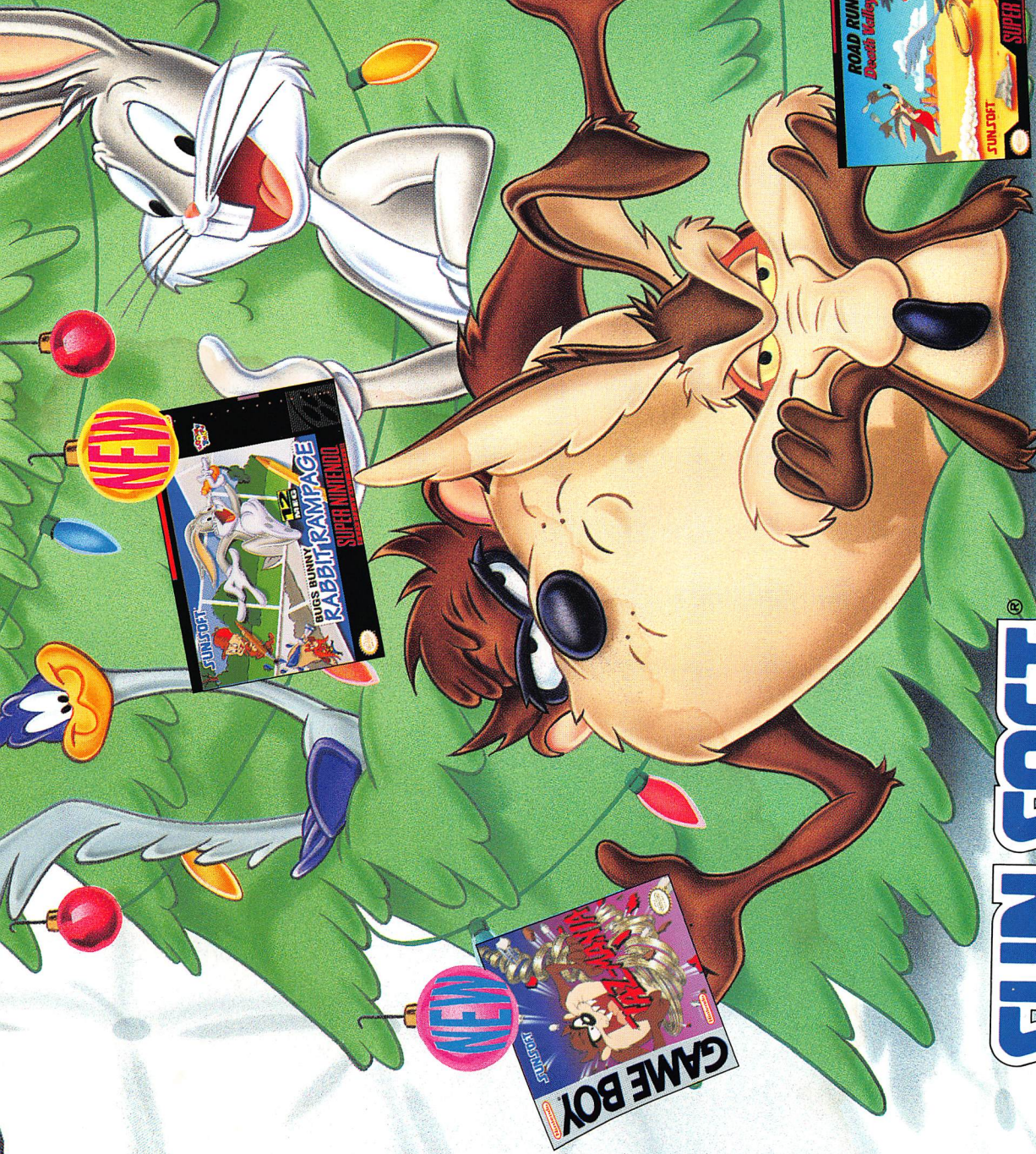
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4 worlds—Rain Forest, Arctic Circle, Sea Caverns, and Dr. Machino's Domain. 13 levels and 12 bonus stages—16 megs.



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